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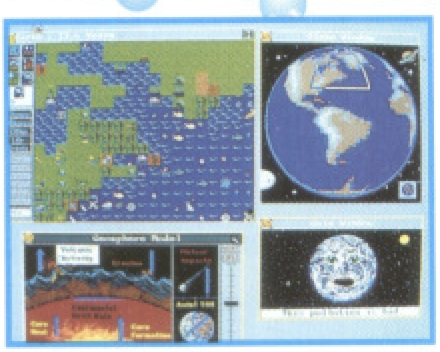
NEW LOOK ZERO – GET IT O

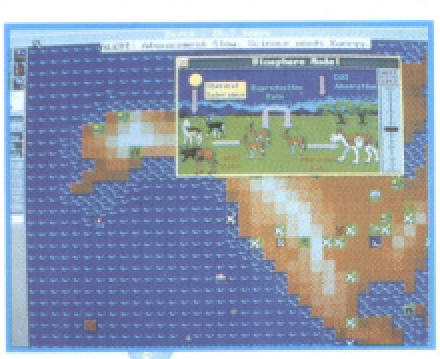
MAXIS

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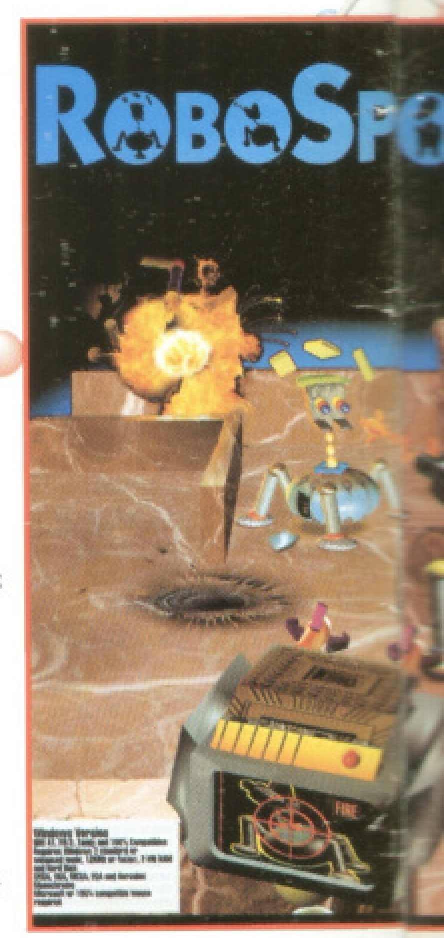
*Unleash volcanoes, earthquakes, meteors and tidal waves.

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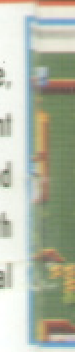
*Challenge your friends (and enemies) through network support for up to four machines.

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AVAILABLE FOR: Macintosh, Windows and Amiga.

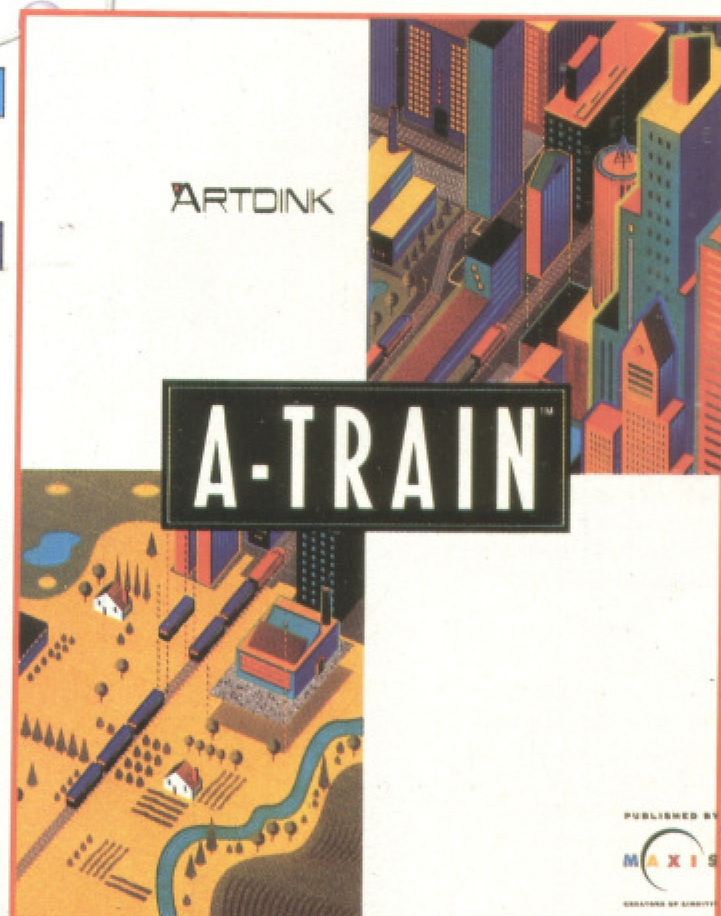
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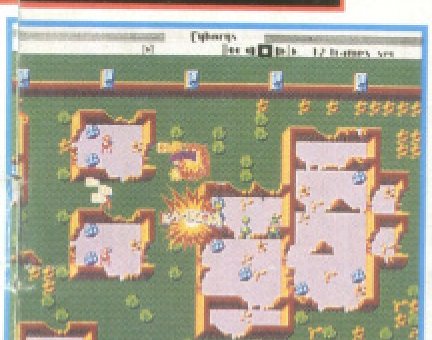
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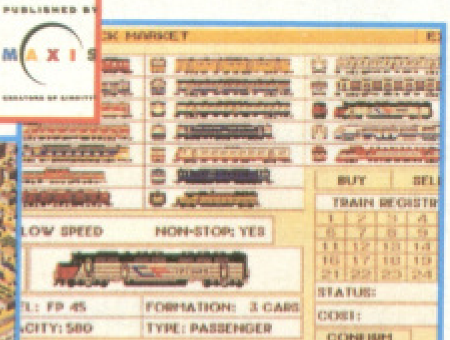
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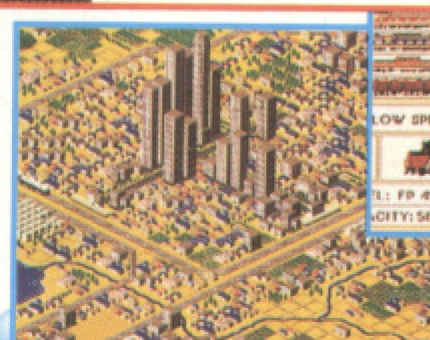
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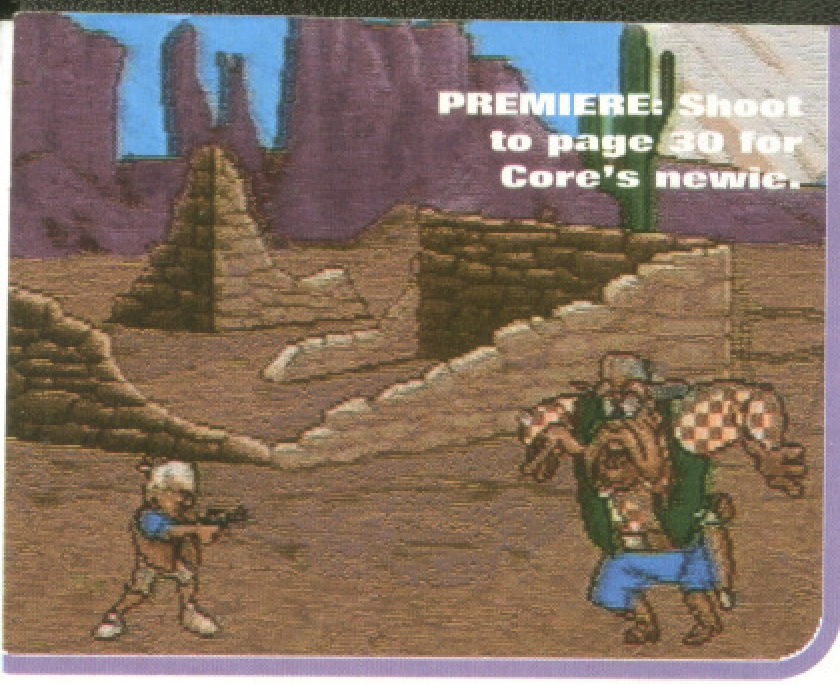
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PREMIERE: Shoot to page 30 for Core's newie.

FEATURES



COVER GAME: SECOND SAMURAI, see page 20





REGULARS



TURTLES IV hits the SNES, page 66



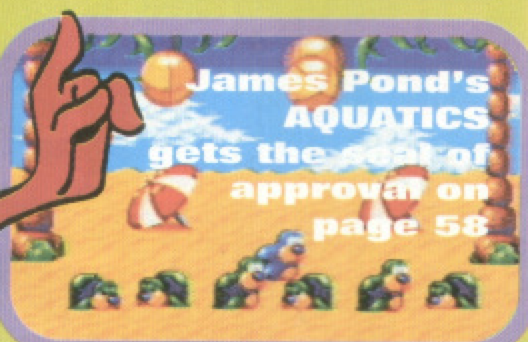


WAXWORKS: meet Signourey Weaver's sister, page 84



Devilish cartoon capers on the Mega Drive, page 32

reviews



James Pond's AQUATICS gets the seal of approval on page 58

KEY

- MD - Mega Drive
- A - Amiga
- SN - Super NES
- N - Nintendo
- MS - Master System
- PC - PC
- ST - Atari ST
- GB - GameBoy
- GG - Game Gear
- L - Atari Lynx
- C - Coin-op

previews

hand jobs



PILOT WINGS lands on the SNES, pg 70

zero

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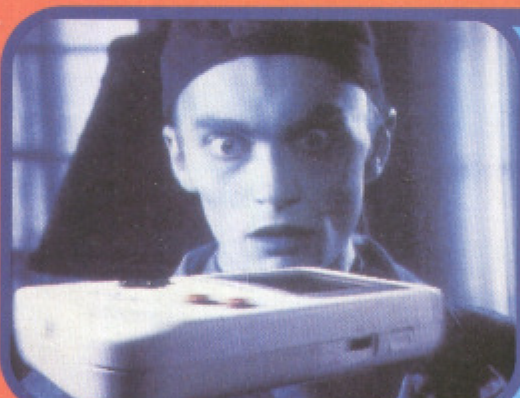
COVER ILLUSTRATION: Stuart Harrison

Welcome to Smaaart, the only news pages in the world where you can find the ZERO Crapograph™... and also the only news pages in the world where you won't find a picture of Jason Donovan.



smaaart!

wrong again!



From October Elite will be using a new tactic to sell their Game Boy platform caper *Dr Franken* – an advert in the style of a pop music promotional video. The three-minute promo (as we call it in the biz) features a teenage trendy who starts to play *Dr Franken* while being taken on a snorey guided tour of some crusty old mansion. But then, through the magic of video fx, reality and the game blur into one, and our hero enters a crazy world where rock n' roll lives in harmony alongside 8-Bit handheld technology.

The best bit, pop-pickers, alright, not 'alf, is that the sounds will be provided by Enigma, who had a huge chart smash with... with... er, well, we can't remember what the single was called, actually... but it was rather poncey, and the video had loads of monks in it or something.

dr frankenpop





"Hello, my name's Keith Chegwin, and I'm really looking forward to the Dr Franken *advert. Any excuse for a jive, you might say, and you'd be right – I dance all bloody day, I do."*



an exhibi t

Kids '92 is an exhibition taking place at the Harrogate Exhibition Centre from Saturday 28th November to Sunday 29th November. Here's what we were told by a 'press person': "Kids '92 is not just an exhibition, but a multi- faceted event combining children's entertainment, sports events and competitions with plenty of opportunities for fun and games. Already there has been tremendous interest shown in the event from within the food and drink industry – the Milk Marketing Board for instance, who have contracted to run a milkshake bar during the two days of the exhibition."

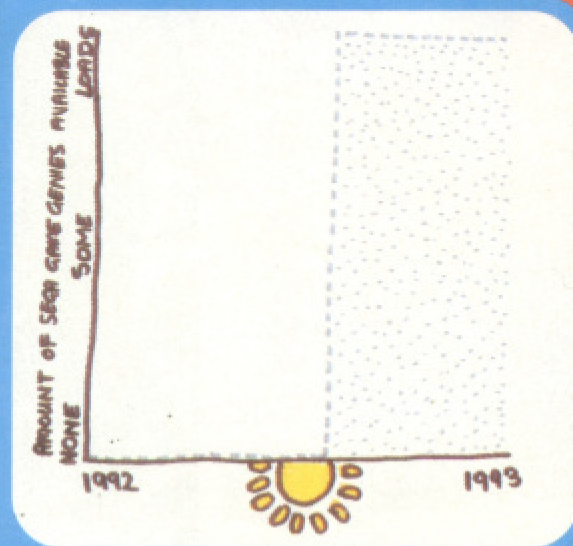
game genie
for mega drive



Those Code Masters, eh? Love 'em or loathe 'em, there's one thing for sure – they're certainly rich. Not surprising when they're selling products like the Game Genie, which allows NES owners to hack into games for infinite lives, infinite energy, infinite power-ups etc. The Codies are also planning a Game Boy version too, but the Game Genie isn't just restricted to Nintendoites – there's a Mega Drive version too, which has only just become available. It slips into your cartridge slot – all neat 'n' dandy and just waiting to hack.

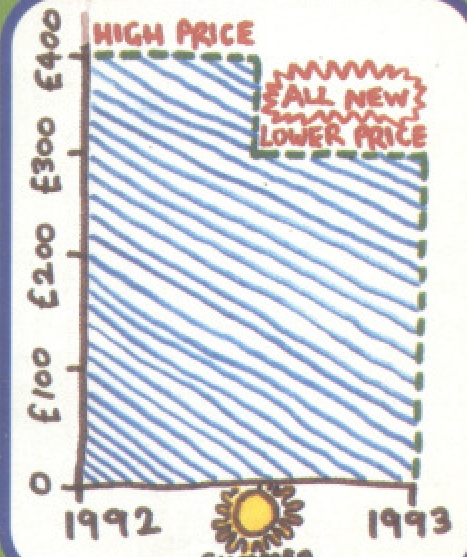
You could finally be able to beat the end of game nastie in Phantasy Star without having to mooch about in the desert collecting experience points for three months. Level five in Steel Empire getting you down? With a Game Genie it's a piece of piss, and you don't even have to be in the same room. That sort of thing. Just like an Action Replay cartridge really.

Here's a Zero Crapograph (above), illustrating how the Mega Dive Game Genie wasn't previously available, but now is.





AMIGA 600
PRICE SLASH STUNNER



A ZERO CRAPOGRAPH ILLUSTRATING THE PRICE DROP OF THE AMIGA 6000

Have you been losing sleep wondering about the sales figures for Commodore's swanky little number, the Amiga 600? Are you curious to know whether it's been selling like hot cakes or cold chopped liver? Well, ponder no more, Amiga fact fans – the Amiga 600 has sold 60,000 units in the last quarter, which, according to Commodore, puts it very definitely in the hot cakes category. What's more is it's now dropped in price from a tad under £400 to a teensy fraction under £300.

If you're one of the 60,000 who coughed up the old price, it's probably best to be philosophical about these things – it's only money, you can't take it with you, and after all you'd only have squandered it on food, bills, and other such frivolities, wouldn't you? If you don't own a 600 yet, but feel your life would be given a whole new meaning if you did, then bear in mind when weighing up the pros and cons that there are now a hundred less of the latter.



"I may be a hundred quid cheaper, but I'm still highly desirable."

tion

You're probably thinking: "Okay, so it's an exhibition where drinking milk is going to be a fun experience. But what's it got to do with computers?" Er... there'll probably be a few arcade cabinets scattered about. A two player game of *1942* anyone? *(What a useless item. Ed.)*

Should we give up?



Last year, people were tortured and physically abused by nearly 100 UN member states.

Left to themselves, governments will go on imprisoning, torturing and killing and other governments will go on turning a blind eye.

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AMNESTY INTERNATIONAL

645

a miniature
master system?

Annoying Drunk Bloke On Train: "'Ere, what's that game what you're playing there on that there console?"
Girl On Train: Have a look for yourself, you uncouth git.
Annoying Drunk Bloke On Train: (Grabbing the mystery item.) Eh? This is the Master System version of R-Type, ain't it? Or ain't it?
Girl On Train: It certainly is.
Annoying Drunk Bloke On Train: How come you done that then? How did ya plug yer Master System in on a train then? Eh? Eh? How come yer done that without sockets 'n' that?
Girl On Train: I didn't plug in my Master System at all. What you're holding is a Game Gear – Sega's portable console. Thanks to the Master Gear Convertor I am now able to play all my Master System games 'on the move', as it were.
Annoying Drunk Bloke On Train: Eh?
Girl On Train: The Master Gear Convertor is a device that allows me to plug all my Master System games into my Game Gear, where they work to perfection. Do you understand?
Annoying Drunk Bloke On Train: Eh?
Girl On Train: Jesus Christ! Okay, you pathetic drunken slob, I'll spell it out for you. The Master Gear Convertor plugs into the Game Gear and allows me to play my Master System Games wherever I like, without the need for my Master System, a television and two electrical sockets. What's more, the convertor only costs £12.99. You could call it a bit of a bargain. I certainly do.
Annoying Drunk Bloke On Train: Gizza go then, darlin'.
Girl On Train: Look, will you stop pestering me, you vile little man!
Annoying Drunk Bloke On Train: There's no need to be like that. Go on – give us a smile.
Girl On Train: Sod off, dog-breath.
(Annoying Drunk Bloke On Train collapses in a pool of his own vomit.)
Girl On Train: Oh no, he's been sick all over my Game Gear!





amiga mini-office

Are you one of those people who loves the idea of an office, but have always been put off by the fact that offices are always so big? Then Mini Office is for you. (Or it is if you own an Amiga, anyway). So what's it all about? Read on...

Mini Office consists of five modules: wordprocessor, spreadsheet, database, graphics and disk utilities. And they're all cleverly integrated together, meaning that the data from one can be exported to another. For instance, say you entered some info into the database. Yes? Well, you could then export this to the graphics module to produce a pie-chart. And then? Well, take this pie-chart out of the graphics bit, bung it into the word processor bit and you could have a letter with a pie-chart. Writing to your Grandmother will never be the same again...

"Dear Nan,

Thank you very much for the three pounds you sent me on my birthday. In case you were wondering what I spent it on, I have enclosed a pie-chart. (I've fed these figures through my database and they all seemed to check out.)

Here are the Mini Office specs:

Wordprocessor:

a All the features needed to produce professional-looking documents, including a 50,000 word dictionary, spellchecker, facility to load ASCII text and Mailmerge options for database and graphics.

Spreadsheet:

b Input figures and data, alter column widths, insert, cut and paste, lock blocks and choose from up to 52 maths functions. Can be incorporated into graph format.

Database:

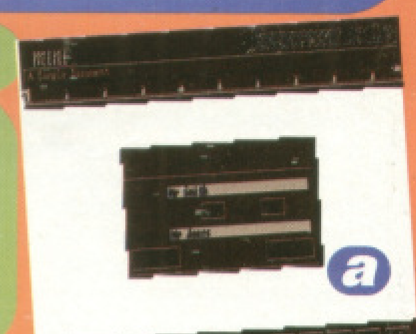
c Use any format to store data from competitors information to favourite CD titles. Using 50 fields with up to 70 characters, integrate your figures into graph format and use the search and replace facility to change important records. Sort alphabetically or numerically.

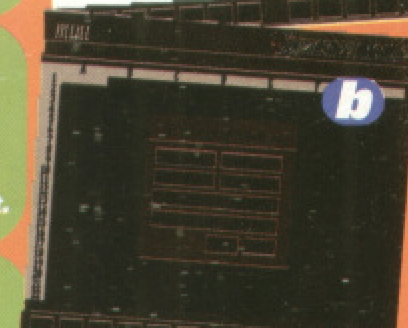
Graphics:

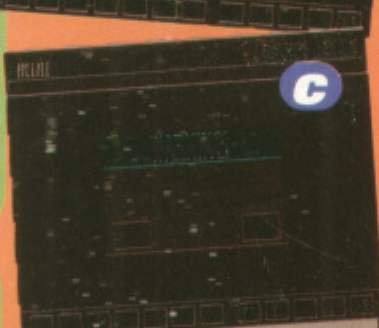
d Choose from 18 individual graphic combin-ations, including bar charts, line charts, pie charts and area charts. In 2D or even 3D. (But not in 4D. An Unimpressed Reader.)

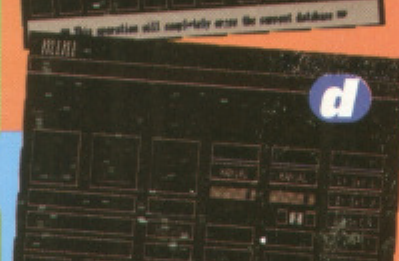
Disk Utilities:

e Create 'bootable' disks, format disks and copy files from disk to disk. Make directories and delete and rename files.


a


b


c


d

AIR WARRIOR -killing by telephone

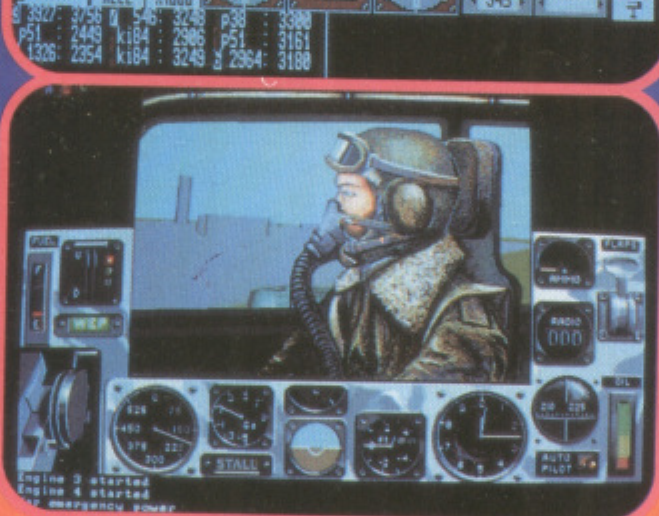
On-Line Entertainment are rather proud of their latest project – Air Warrior, a 3D combat flight simulator in which players can fight each other in real-time. Here's what they're saying about it: "Air Warrior is an incredibly accurate flight simulator and is state of the art in flight dynamics. The form now live on On-Line has been flown over 250,000 hours by users in the USA, and has an awesome five year pedigree. Up to 40 people can fly and fight in the same skies together or against each other. There are facilities to fly bombers, fighter planes or even drive tanks way down on the ground. Players can join or form their own squadrons and can even defect from their country of allegiance. Air Warrior simulates 23 warplanes from World War One, World War Two and Korea – and it's proving to be a runaway hit on PC, Amiga, ST and Mac."

Sounds smart, doesn't it? But what's even better is that Air Warrior has been launched across Europe, meaning that telephone air battles can take place – not only between people from this country, but from Austria, Belgium, Denmark, France (the bastards), Germany (ditto), Holland, Italy, Norway, Spain, Sweden and Switzerland as well. Mind you – the cost, right? Prohibitive or what? Especially if you're taking on someone from another country. Well, apparently not – On-Line has pulled off some kind of deal with BT's Tymnet network which means that, at the end of the day, the game doesn't cost very much at all. Not an arm and a leg – more of a finger.

For more information call

(081) 558 6114.





what the pilots say

We asked a selection of European Air Warrior pilots about their battle tactics. Here's what they said:



Jean Claude Marachelle, Lapache, France: As soon as I had joined zis multiple game I knew only one certain thing: "Jean Claude," I said to myself, "you need to team up wiz a squadron who is already formed, and then you have to attack the British." And so I joined up wis Klaus, Helmut and Kriss from Germany. They were already formidable together. Wis me they are even more so. We fly in the skies and shoot down anyone who we suspect is from England, Scotland or Wales – especially the English. We have lots of fun shooting at their parachutes.



Mario Lazaro, Naples, Italy: To shoot the other players down? Pfff, we do not need that for our thrills. If they want to come and fight, we say "Okay, come and fight, but we will shoot you down." No, we do not need to fight because my team – we are all Italians – enjoy most the formation flying. Why, only the other day Guiseppe dived at 400mph straight into the ground. He did not stand a chance. He was my best friend. It was a spectacle like no other you have ever seen. It was first a plane and then it was a bomb. We have lost eight members in this way.



Sven Jansson, Stokholm, Sweden: We in Sweden pride ourselves on our Humanitarianism. Not me. I am ashamed of my country's oh-so-nice reputation. In *Air Warrior* I fire upon anything. Even if the aeroplane I see is saying "Please do not shoot at me – I only want to land," it is as good as dead. I am Thor The Sky Viking. To meet me is to burn in hell for eternity. When I am not playing *Air Warrior* I am cleaning my collection of guns. One day I shall use them for real and everyone will be sorry. Especially Britt. *(Uh-oh, a nutter. Ed.)*



Arnold Shwarzennegger, Vienna, Austria: When I radio other pilots I tell them my name, and I know already what they will say. It is not funny. I am not that same Arnold Shwarzennegger – I am a different one. My name is spelt in a totally different way... his is Schwarzenegger, mine is Shwarzennegger. Not so much the same, yes? If ever you are on-line and radio me, please remember I am not him. My call-sign? I am called The Terminater. (Again, it is spelt differently – not the "Terminator", as I have dropped the 'o' to avoid confusion.)



Jan Van Der Noodhoog, Rotterdam, Holland: I cannot fly a plane. I would not know how to take off into the air. "So why do I log onto Air Warrior?" you may ask. Well, I am a tank driver. You see? It is not so silly after all. You thought I was sitting the whole time on the runway just looking out of the aeroplane window. This is not so. Instead I am in my tank looking out of the window. I would shoot at the planes, but they are so high and fast I would only miss. No – I just drive. To me this is fun and I would gladly die in real war inside a big tank.


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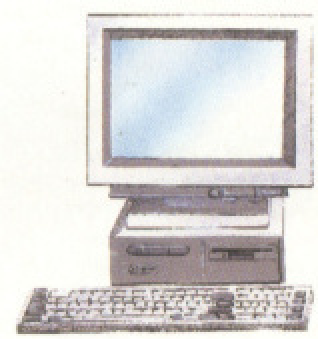
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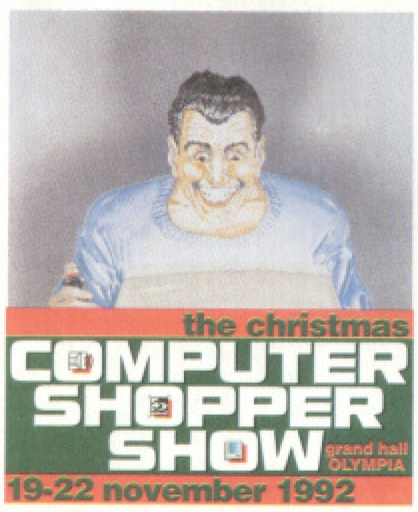
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Which of the following are you interested in seeing?
☐ Desktops ☐ Portables ☐ Apple Mac
☐ Amiga/Atari ☐ Software ☐ Printers

rrrap!

It's me Amaya – that's right, *not* David tarted up for a night on the town but A-m-a-y-a. And there's nothing I like more than a good rap – firmly around the knuckles to be precise – so mongkopfs better get their facts straight. On with your letters...



MISTAKEN IDENTITY

DEAR ED, Why, oh why do people always address you as 'dear'? From what I've seen of you and your 'wheeler dealer' schemes, I have come to the conclusion that you are, in fact, a complete git. Therefore all future letters should be addressed to 'The Git'. I own an Amiga, by the way.

RICHARD WOOLLATT, Birley, Sheffield.

I can imagine how foolish you must feel. A few days after you posted this letter, you must have bought issue 35 and realised that I had taken over the editorship from David. "Oh no," you must have said to yourself, "if she prints my letter it'll make me look as if I'm totally off the case." And it does make you look as if you're totally off the case, believe you me. All the other readers are thinking "Jesus, that bloke's obviously not the full quid," and they're right. And why end with "I own an Amiga by the way."? It's hardly likely that David would have given you the Star Letter software prize after you'd called him a git, now, is it? **ED.**

HE'S A WINNER

DEAR ZERO, I am writing to you to try and win something good, as the best thing I have ever won before is a pencil sharpener.

JASON ACKERMAN, Sea Mills, Bristol.

PS. I love Amaya.

Ha ha! You thought you were writing to David as well, didn't you? Admit it. Your PS gave the game away. Still, I feel sorry for you – seeing as



all you've ever won before is a pencil sharpener. But fret not, because now you've won a pencil to go with it. Who says that we Spanish people aren't all heart? **ED.**

CHAIN MAIL

You write in and ask a question of a famous programmer or computer games personality. Then he (or she) answers the question while posing one of their own. The next reader to write in asking a question (of another programmer/personality) should firstly answer the question set by the previous month's programmer/personality. Do you understand? Probably not, because it was so badly explained. But what the hell, eh? Let's go.

This month, MUFFO of Cyprus completely forgets to answer last month's question (we've let him off, but only just) and he poses one of his own...
"Dear Chain Mail. I'd like to ask Jeff Minter when was the last time he had a haircut."

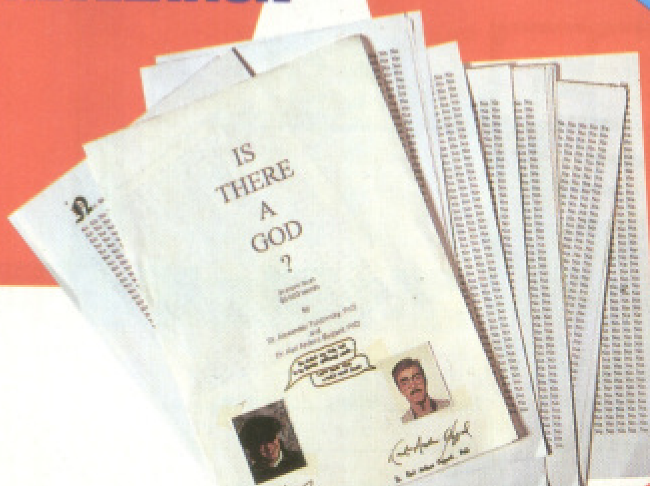
So over to the hairy one...
"Dear Muffo. When I was eleven."

Now Jeff poses his own question...
"Has anyone noticed how, if you stare at a tomato for long enough in a darkish room, loads of weird snakes seem to come out of it?"

So there you are. We require from the next entrant NOT just a question for another famous programmer/personality but ALSO an answer to Jeff's question. (ie *"Yes, I have noticed the tomato snakes,"* or *"No, I haven't noticed the tomato snakes,"* or whatever). One day, hopefully in the not-too-distant future, some of you will catch on and do this Chain Mail business correctly.

star letter

THEOLOGICAL REVELATION



From DR ALEXANDER TULCHINSKY PHD and DR KARL ANDERS ØYGARD PHD, Norway.

I went on holiday to Norway once and came to the same conclusion – it was the saddest time of my whole life.

Have any other readers got any ideas on the meaning of life? Is there one? And what happens when you die? Do you just join the ebb and flow of the cyclic universe? Are you reborn in another galaxy? Or do you reappear as an article in Michelle Pfeiffer's handbag? Write in and share your philosophy with the rest of us – you could win a badge. **ED.**

PAPER BOY

Why, oh why, oh why did you stop using that lovely, plush quality paper for your mag and start using this awful cheap old tat? Is it because, as I suspect, you're as tight as a shark's bottom at 50 fathoms?

MIKE 'THE COLON' DAWKINS, Durham.

As God is my witness, the new paper is more expensive. We did look into having a monk write out each page in illuminated script, but he had problems meeting the deadlines. Unlucky for you, Mike, you huge snob. **ED.**

CRAP RAP
WITH FLAVOR FLAV

Send your raps to me an' I'll check their sense to see if they're bustin', y'know what I'm sayin'? I'm Flavor Flav, an' I know what time it is, y'know what I'm sayin'? Check m'clock an' you'll see what I'm sayin', y'know what I'm sayin'? It's respect time, y'know what I'm sayin'? Unless you're dissin' me and there's no rhyme in the pan, y'know what I'm sayin'? But I'll check it out. Serious. Here's a tune from MARK HAMMOND of Hull...

"The clouds are as soft as cotton wool
As the merry girl runs down the hill
To the shaded glade far beneath
The rays of the sun
Where the forest folk have fun."



Hey, dat's a dis, y'know what I'm sayin'? I get the ear that ya don't give a chime about the game we're playin', ya know what I'm sayin'? But it ain't no game – not when you're staring into the end of my gat, y'know what I'm sayin'? Flavor Flav ain't no amateur, y'know what I'm sayin'? Man, I don't care when I'm damagin' ya, y'know what I'm sayin'? That ain't a repair!

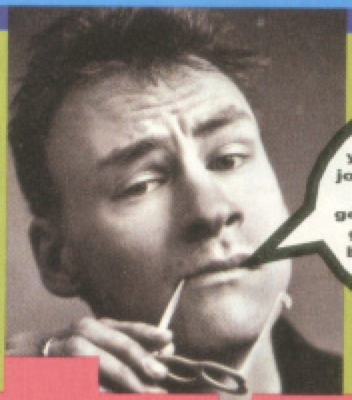
(Oh dear, I don't think Flavor Flav was particularly impressed with Mark's attempt at rap style poetry. Ed.)

CRAPSWOP

Here's where Zero readers get the chance to exchange things. The way it works is that reader A sends in item A and says "I want rid of this as quickly as possible". Reader B then writes in saying "Hey, I quite like the look of item A, so here's item B (enclosed) as a swop." We then send item A to reader B and put item B up for grabs, ready for reader C. Get it? Okay, well we managed to get rid of item A ages ago, but we've been stuck with item B for two months. Not any more though. Here's reader C (MARK LUSCOMBE of PLYMSTOCK in Plymouth, to be more precise): *"Dear Crapswop, I've enclosed a super deluxe badminton shuttle – it's in a super red 'n' white colour scheme. I claim the chipped mug."*



So, do you fancy swopping something for Mark's splendid badminton shuttle? Of course you do. Simply send your item to us and we'll do the rest.



At school they used to call me 'Four-Eyes', and I had to agree – I did indeed wear glasses. That was the level of wit at my school, you see. But I had the last laugh, because in my new job of resident Speccy Person at Zero, my glasses are my trademark. I'm highly cerebral and have the goggles to prove it. (The only reason people who wear glasses do wear glasses is because their brains are busy doing far more important things than worrying with such banalities as 'sight', and I'm no exception to the rule.) So, if you want a Speccy Teccy problem solved, write to me.

speccy twat

DEAR SPECCY,
Thanks for the mag, my only moan being that over here in Norway it costs five pounds for each issue. Anyway, I thought I'd tell you about a soundboard that gives the PC better sound than the Amiga. It's called Ultrasound™ and you can get it from Advanced Gravis in Canada (cost US $185.00). The Ultrasound™ gives 16 digital stereo channels. You can sample either in 8-Bit or 16-Bit from 1 to 44.1 khz, in stereo or mono. True CD quality. The Ultrasound™ also has a 32 voice FM stereo synthesizer, which makes it FULLY COMPATIBLE with the Adlib, the Soundblaster and the Soundblaster Pro. Of course, it has standard Midi support.
MORTEN VALDERHAUG,
Valderøy, Norway.

I believe I've just had an orgasm. SPECCY..

A GENUINE QUERY

DEAR ED, I don't know if this is one of those questions that you get asked every month, because I haven't owned my Amiga for very long, but could you tell me what, exactly, is a 'console style computer game'?

Magazines, publishers and programmers all rave on about them. I read a review of Robocod (the Amiga version) and it said "The first truly console style platform game on the Amiga." I have read similar comments on many games.

Now I know that, generally speaking, the 16-bit console out-does the 16-bit computer, graphically... but do the consoles have different chips or something, making their games all 'console style'? If this is the case, then how does the Amiga cope without this necessary chip when making a console style game work properly? Or is this console style thing just a load of 'you know what', and is just something that publishers use as a gimmick?
B COOMBES,
Leigh-On-Sea, Essex.

Well, sometimes it is a load of old 'you know what' (the word you were searching for was 'bullshit' by the way), but other times there's some truth to the claim – sort of.

In the case of the Mega Drive, just about anything that can be programmed on this machine can also be programmed on the Amiga. So the term 'console style game' simply means a game that is:
(a) cute and colourful,
(b) instantly playable,
(c) extremely large and
(d) rather Japanesey, often containing cartoony characters with unnervingly big eyes. (Wonderboy and Alex Kidd are very consoley, for instance.) However, things are different when it comes to the Super NES. This machine has the capabilities to produce arcade quality graphics (so a Super NES console type game is different to a Mega Drive console type game, if you know what I mean). But after all that, at the end of the day, a game is just a game is just a game. Whether console style or PC strategy style, there are simply good ones and bad ones. ED.

ALIEN 3? PHOOEE!

DEAR ED, Sigourney Weaver may look hard – what with that new hairstyle – but she's still as thick as two short planks. Would you go to another planet, fight acid-blooded, egg-laying aliens and then, some years later, go through the same frightening experience... and then do it all again a third time? It shows how desperate some people are for cash.
STEVE BOWES,
St Annes-On-Sea,
Lancashire.

Yes, but that's showbiz for you. Look at Mel Gibson, for instance. You'd think that – just for once – he couldn't escape from a tricky situation just by dislocating his shoulder (after all, it didn't happen when he played Hamlet). But no. Seen Lethal Weapon III yet? Here's the plot – car chase, gunfight, some jokey bits at the police station, another gunfight, some kissy bits, Mel gets caught by the baddies, Mel escapes by dislocating his shoulder and then kills everyone with Danny Glover. The End. ED.



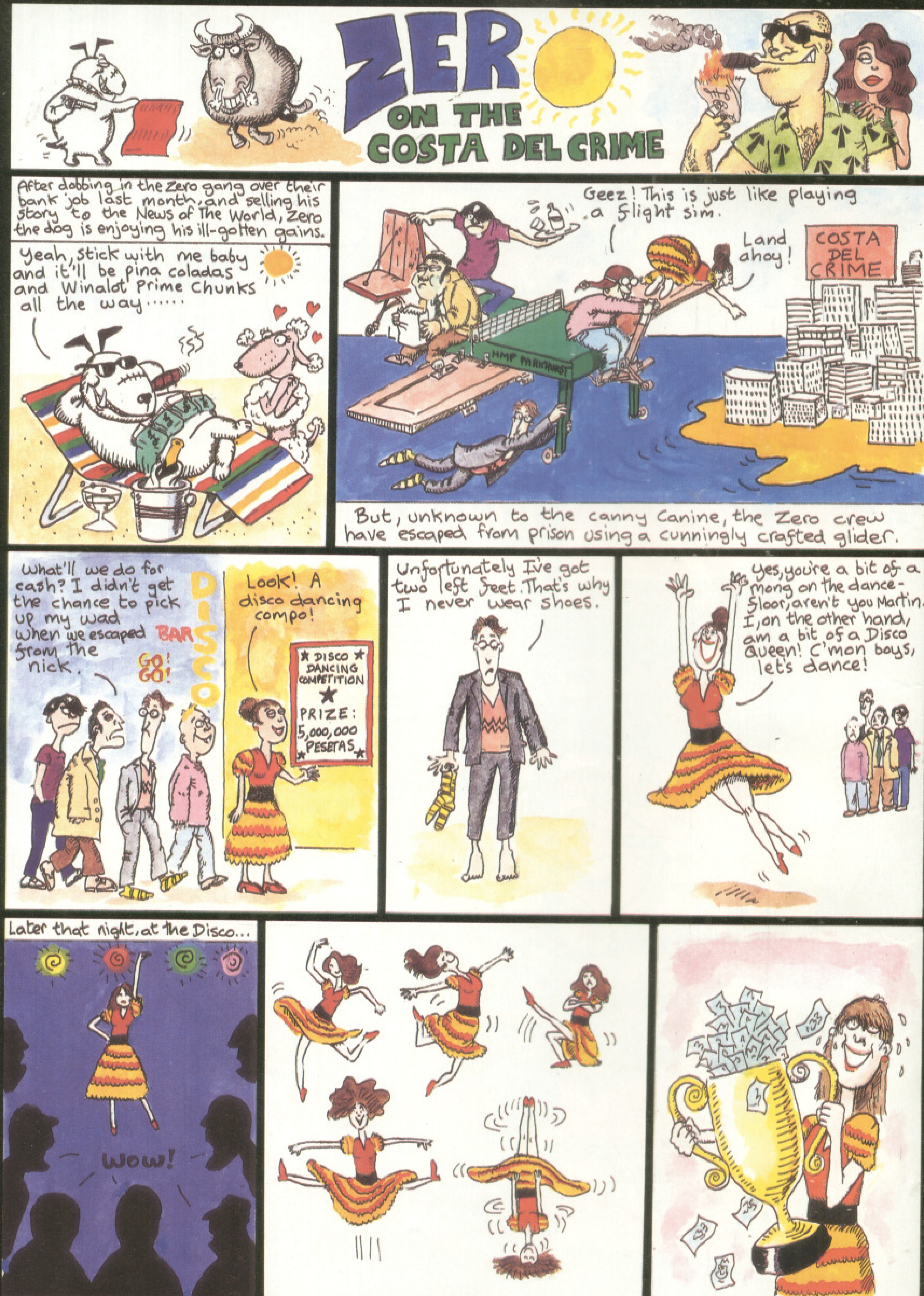




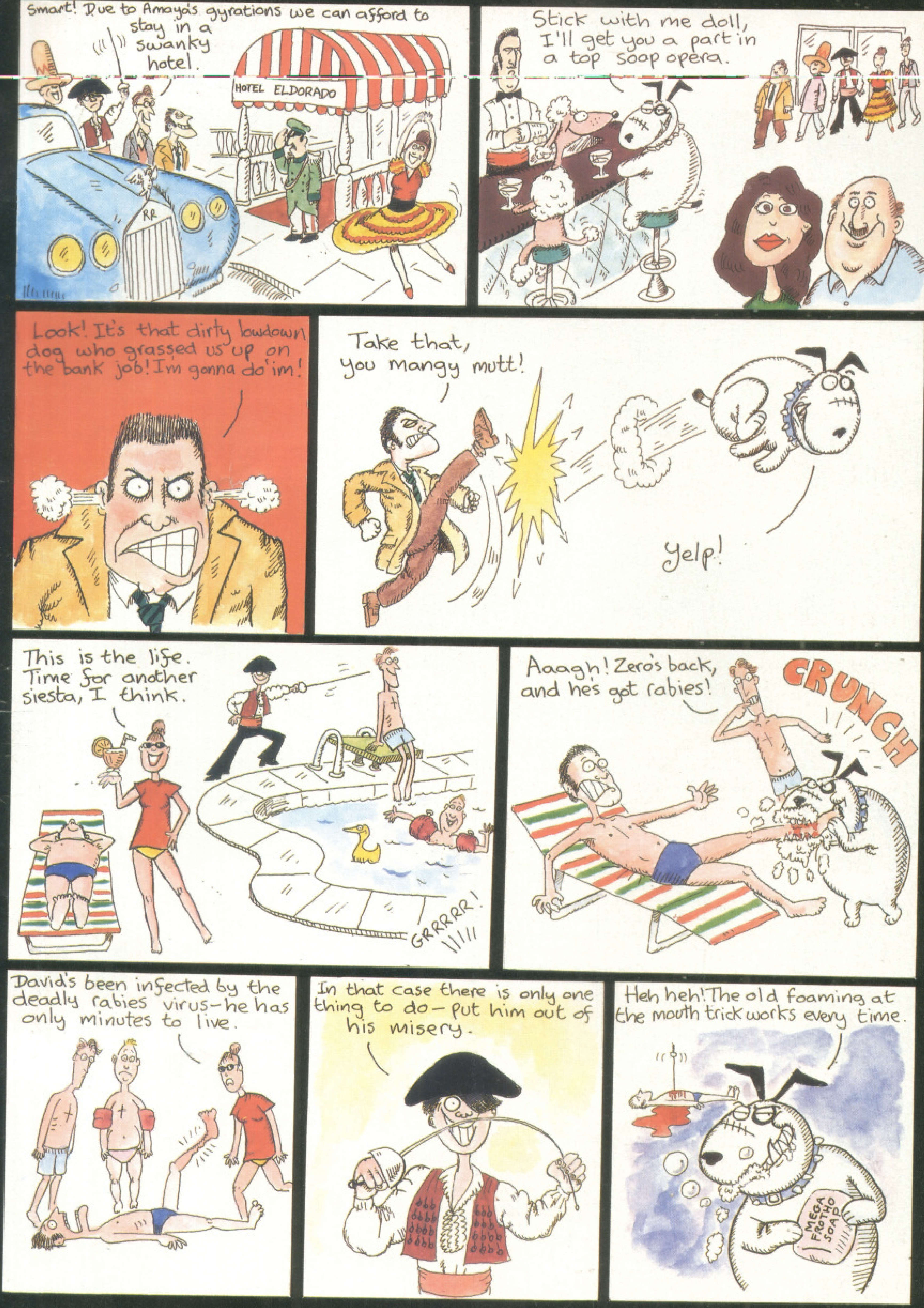




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On sale at your newsie from August 20th!


ZERO ON THE COSTA DEL CRIME
After dobbing in the Zero gang over their bank job last month, and selling his story to the News of The World, Zero the dog is enjoying his ill-gotten gains.
Yeah, stick with me baby and it'll be pina coladas and Winalot Prime Chunks all the way......
Geez! This is just like playing a flight sim.
Land ahoy!
COSTA DEL CRIME
HMP PARKHURST
But, unknown to the canny canine, the Zero crew have escaped from prison using a cunningly crafted glider.
What'll we do for cash? I didn't get the chance to pick up my wad when we escaped from the nick.
BAR
GO! GO!
DISCO
Look! A disco dancing compo!
DISCO DANCING COMPETITION
PRIZE: 5,000,000 PESETAS
Unfortunately I've got two left feet. That's why I never wear shoes.
Yes, you're a bit of a mong on the dance-floor, aren't you Martin. I, on the other hand, am a bit of a Disco Queen! C'mon boys, let's dance!
Later that night, at the Disco...
WOW!

zero cartoon



WORDS by Mark Holmes, PICTURES by Harry Venning





Second Samu



Here's where it all begins – Lava City. Mr Molten Lava-Pitt covers the grounds while his best friend, Mrs Volcanic Fire-Spirals leaps out from all over the shop. See those coins balanced in mid-air? They're the bonuses in this game, amassed by killing baste, chopping rocks and by common thievery.



The queen bee is one of the larger sprites in the area. Kick her fat stripey bottom and killer drones burst out of her pulsating, pus-filled thorax. Kill the drones and chop her to reap the harvest of bonuses. Or alternatively, sit back, wait for your chum to kill her, stun him with a quick chop to the kidneys and then reap the harvest of bonuses yourself.



LEVEL ONE

Level one – The Twilight Zone – is a bit on the surreal side. The backdrop is made up of teapots, umbrellas, robots and stationery. The foreground is a Monty Python nightmare – huge pencils, volcanoes, honeycombs and grandfather clocks.

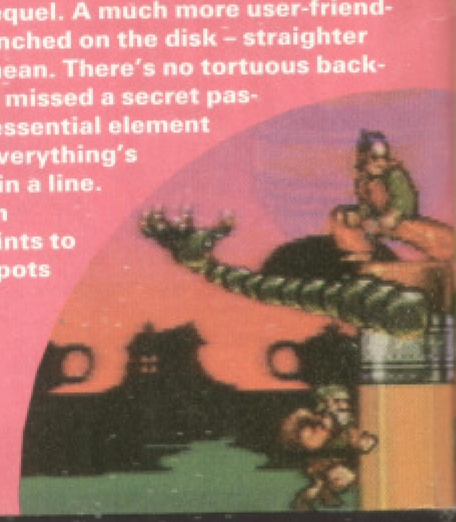
A multi-coloured Ninj-o-rama. That's the only way to describe *First Samurai.* A beat 'em up, an arcade adventure and a shoot 'em up all rolled into one. That's another. A kaleidoscopic arcade joystick-melting adventure through time. Er, that's another. A martial arts scrolling pick up the objects and use them type ninjascopic dice 'em up. *(Let me guess? That's another. Ed.)* Yeah, well... the superlatives to describe *First Samurai* are endless. Fab, groovy, smart, brill... *(Okay! Okay! Ed.)* And now here's the sequel, punningly called *Second Samurai.* (It's a pun, that is a play on words, because not only is it the honourable sequel to the First Game, named in the first part, hereto referred to as *First Samurai*, but also, in due course, the new game incorporates a two player option, thus rendering the aforementioned 'second' in the title as the 'second' player within the game body itself.) Not only does this sequel contain a barrelful of brilliant bits from the first, but also chucks in new graphics, new scrolling, new puzzles, new gameplay, new humour and more new brilliant bits.

BRUCE LEE



In *First Samurai*, you really grew to hate each level. Its smug nooks and crannies, its arrogant little sub-levels, its cleverer-than-thou hidden bonuses and its all-so-slapheady magician. Each level was a nightmare. You had to backtrack for objects you'd missed, guess which way to fall down abysses to avoid fire pits, leap into mid-air and hope there was a platform waiting below.

Not so in the sequel. A much more user-friendly landscape is crunched on the disk – straighter and less subterreanean. There's no tortuous back-tracking or 'Oh no I missed a secret passage containing an essential element of the puzzle' here. Everything's laid out (more or less) in a line. And in stages too – each marked by a few flashpoints to save all that recharging of pots malarkey, as in the original.



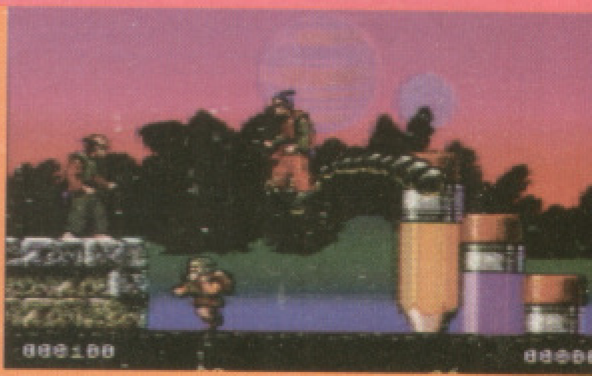
urai

Vivid Image are currently working on the follow-up to First Samurai, surprisingly entitled SECOND SAMURAI. We sent DAVID MCCANDLESS, the man who coined the phrase 'ninjascopic dice 'em up', to check out the action.





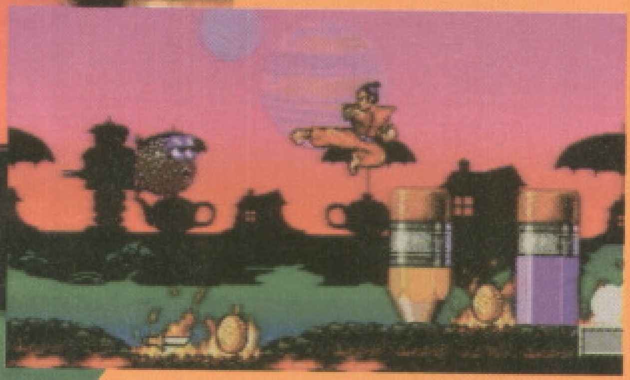




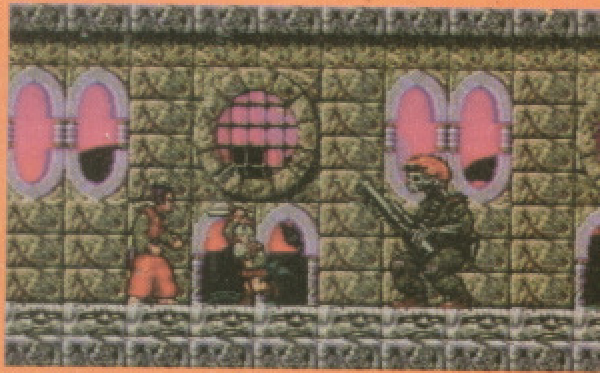
Ahh, look. A lovely glow of twilight. A fire to warm your cockles. And a huge rock bouncing dangerously nearby. Now what? I could kill it and be marooned. Or I could jump on it, escape the fire, then kill it. Or I throw it on the fire to put it out, then kill it. Oh sod it – I'll just kill it.

A touch of humour and some extremely strange goings-on here. When you activate the clock out chimes some aitar music and a queue of Arabic snake-charmers (plus swaying serpenty snakes) will appear. Your mission,(if you choose to accept it) is to kill this procession of 'funny men in turbans' for the fat batch of bonuses which may await you. Note the homage to what makes England great – tea and rain.

This is where the 'competitive' element comes in. Witness the two players, drawn and poverty-stricken by this scrolling ordeal. In pops Thorin the dwarf and his bag of swag. A fight ensues. Blood is split. Thorin eats the dirt and only the coins remain. But who shall have the coins? I guess you'll have to fight each other for it.







Problems, problems. Lots of bonuses on the screen. Only they're in the fire. And fire hurts, see? So shall you risk death or severely burnt cockles to obtain the coins? Or be clever and wait for the floating bladder fish to sail past? Slice this poisson into tuna-chunk sized pieces and it'll explode, shedding its load of water and extinguishing the fire beneath. Smart.

Here we are, in the honeycombed centre of the level. Milk chocolate outside and tons of bees inside. Observe the sword icon. There's no collecting mystical energy as in *First Samurai* – your sword-worthiness is governed by experience. The more puzzles you solve, the more things you kill, and the more progress you make boosts your experience. The more experience you have, the more swords you earn.

This friendly little git is the end of stage one (level one) bast. Sporing the latest in drip-dry stainless battle fatigues this mutant skeleton GI is armed with a mortar. Don't be fooled because he's American (and hence a wuss) – this mutha's tough. And when you're having your post-battle cigarette, don't relax too much. There are four of these basts per level.

KARATE CHICK

Sod Feudal Japan circa AD 967. Let's embrace 1990, the age where women are as good as men and all that. Tentatively being 'slapped about' by Vivid Image is the idea of the second player being a woman ninja samurai(ess). Vivid are being very tentative about this idea because the Japs, although bang into *First Samurai* and all that empirical stuff, get a little sweaty under the kimono over the idea of a female samurai. In Japan, women are mainly perceived as bra-sizes who prepare saki, so the idea of a woman ninja maybe a little too subversive. To counter this problem, Vivid may make the second character a right-on, all-cooking, all-killing super-wuman thing. Cop-out, I say.



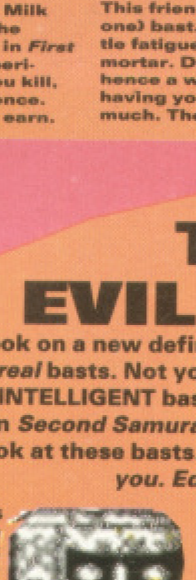
THE STORYLINE

The demon lord, Ezeksoraughhiklon (or something), has been defeated and now has chosen to flee backwards in time. Mumbo jumbo. You are the sacred samurai presented with the task of chasing him through the temporal echelons. Jumbo. Tosh. Blah. You must penetrate four timezones to face your ultimate confrontation - with the Demon . What a load of jobs storylines are eh?

THE EVIL BASTS

'Basts' took on a new definition in *First Samurai.* The basts in that were *real* basts. Not your average walk-over basts but your irritating INTELLIGENT basts and heat-seeking AMRAM basts. The basts in *Second Samurai* are even worse than the first basts. Take a look at these basts... *(That's quite enough basts thank you. Ed.)*

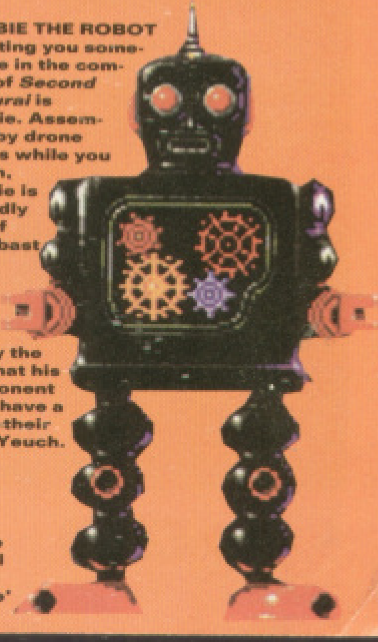
THE ROCKS
Bouncing tough rock faces (ho-ho) that bounce around and look rock hard (double ho-ho). Handy for riding over the fires of hell, and also handy (when stunned, carried, and dropped on your playing partner's head).



THE SNAKE CHARMER
Amusing in appearance but deadly to the touch, the Great Crested Arabian Stereotype arrives in a flourish of Bangra music and 'walks like an Egyptian' everywhere (including on your face). His cobra side-kick isn't much fun at parties either.



ROBBIE THE ROBOT
Awaiting you somewhere in the complex of *Second Samurai* is Robbie. Assembled by drone droids while you watch, Robbie is a deadly end of level bast made even deadlier by the fact that his component parts have a life of their own. Yeuch.



THE BOMB-CHUCKING DWARF
The lesser-spotted bomb-chucking dwarf is a gamely sprite. It pops up, chucks a devasting bomb at you and then legs it. The ensuing chase is often wonderful to behold, as our two ninjas pursue the pesky 'short bearded one' over 16 screens of parallax





SUPER NES SAMURAI

The Super NES version of *First Samurai* is currently being programmed by the Japanese. It's promised to be "exactly the same", but "frillier" but "just as smart". Natch. Don't forget to put it on your metre-long Super NES Christmas games list.

LEVEL TWO AND BEYOND

Level two plonks you in Future World (ie lots of metal girders and robots). Where there was volcanic fire, you now have spiked floor implacements. Where you had no problem moving forward, you now have conveyor belts. And where everything was more or less bearable, everything becomes 16 times more difficult.

Levels three and four are not yet finalised, but Vivid Image is dribbling with ideas. One of the future levels will be a completely different game – a shoot 'em up set in the circuits of time. The final level will bring the action back to the feudal times, with all the bonzai trees and low tables of the original.



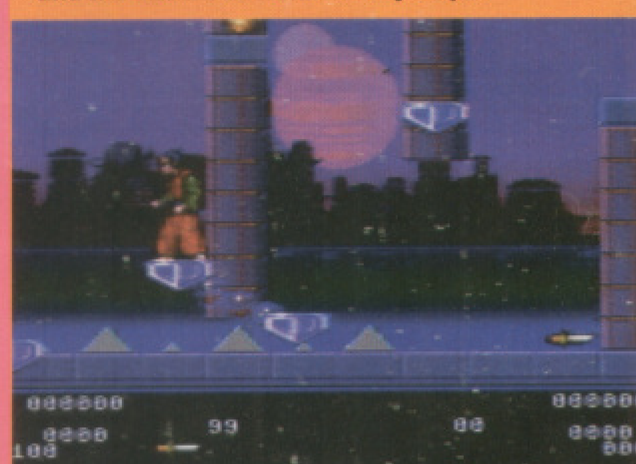
THE SUB-GAMES

There are two ways to play *Second Samurai*. The 'rugby lads, show your bot to women approach' (very smack in the marth) or the 'badminton chess player tea-sipping approach' (more strategic and clever-clever). Go for the latter and you'll access a range of sub games; one's a platform-type *Asteroids,* with gargoyles' heads not rocks.





Still, as we techies say, at 'preview' stage is level two. Looking uncannily like the 'future hi-tech settings' from any other game you could mention, this level is patrolled by sentry robots and the usual electronic booby-traps.



Jumping and good timing are essential here. A juicy fat bonus room seems just out of reach beyond. The lifts'll only take you so far. An exact leap or a bottom full of sharp triangles – the choice is yours.



THE SIZE ISN'T IMPORTANT POSITION



THE FREE FOR ALL



THE DOMINANT POSITION

THE JOYS OF SAMURAI

WITH DR. ALEX COMFORT

Samurai warriors have honed their bodies to physical perfection, enhancing their agility, co-ordination and rhythm. But a question begs to be answered: are they, then, very good in bed? Dr Alex Comfort probes the common or garden ninja positions with the use of hand-drawn pictures but not photographs (dammit) .



THE FAIRY NONCEY WOOFTER POSITION



THE JUST COUGH POSITION



Programmed by Raphelle Cecco and graphicked by Nick Jones, *Second Samurai* is out on Amiga at Christmas, £tba.


Curse of
ENCHANTIA
Sucked into the cursed land of Enchantia, Brad finds himself chained and manacled inside a castle's dungeon. He escapes from the castle via a subterranean cave system and meets fortune tellers, magicians, dragons, elephant seals, fire demons plus many other colourful characters both friendly and otherwise!
Travel with Brad to the Valley of the Lost, the Ice Palace and the Graveyard in his quest to ensure his safe passage home.
Curse of Enchantia is available on Commodore Amiga 1 meg only) and IBM PC compatibles.
Screen shots from various formats.
CORE
DESIGN LIMITED
VISA
Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511



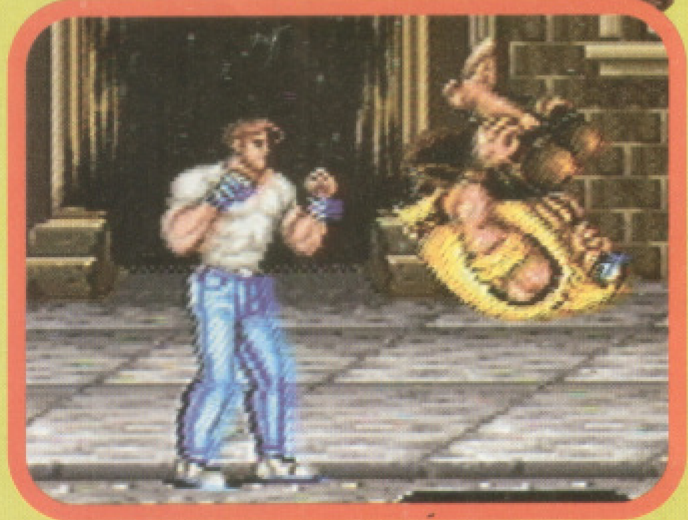
final fight

SUPER NES

Fancy a spot of bone-crunching, mindless violence? Then look no further than FINAL FIGHT, Capcom's crunchy beat 'em up. MICHAEL HORSHAM got tough with some very mean-looking men and then crawled home, bruised and bloody.

Fighting sims reached a bit of a peak in my book with *Panza Kick Boxing*, but *Final Fight* isn't really in that league. The arcade heritage of *Final Fight* means that a lot of the qualities of the coin-op original have been successfully transferred to the Super NES, which means that the sprites, complete with minimal animation, are fine for texture and that sort of thing. But the arcadey graphics have their drawbacks. For example, the area in which Haggar and Cody fight the baddies is really so two-dimensional that it's actually quite difficult to line up your hero with his opponent – so it's not that convincing when Haggar does his head-butts, jump kicks, lunges, back drops, piledrivers and super spins.

Likewise, Cody's shoulder throws, flying kicks, knee drops, knee bashes and super kicks lose a bit of their effectiveness when they don't actually look as though they connect with the foe (except for a bit of an explosion and a grunty sample).



MEATHEAD'S DELIGHT

Fighting fans will love the sheer predictability of this sideways scrolling beat 'em up, which is full of the usual stuff you'd expect to find. True to form, there are a range of objects to collect and some savoury foodstuffs to act as power-ups.



The full range of international cuisine is available here, with barbecue, pizza and curry at the top of the list. After all, it's a well known fact that assorted street fighters and boxers down through the ages, from 'Gentleman' Jim Sullivan through to Mohammed Ali and Hulk Hogan have trained on a diet which brought together the best of what yer average high street had to offer. The nutritionists among you will be dismayed to learn that, according to *Final Fight*, junk food is good for you and vitamins aren't.

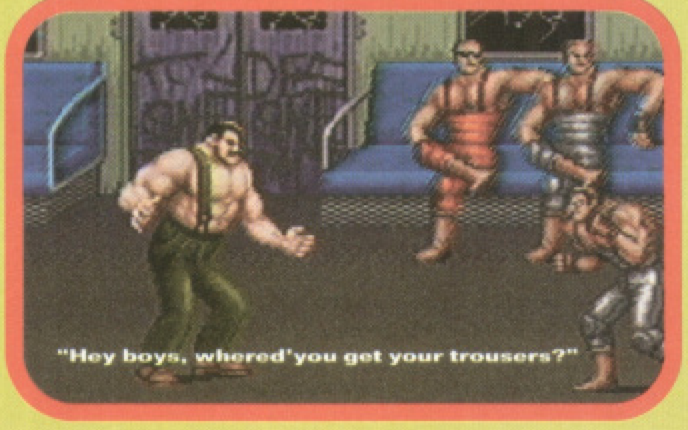
SCRAP METAL

Fighting is only one of the ways to amass points. Tons of bonus points are available for picking up various hats, baubles, bangles and beads as you move from slum to uptown through acres of urban decay, wreaking havoc as you go. There doesn't seem to be any logic in this scoring system at all, save for the fact that diamonds and gold bars gain you 10,000 points apiece, while picking up a humble hat or a hammer gets you a measly 1,000. By that reckoning though, ten hammers equals a gold bar. I'm rich, rich I tell you... hahahahahahahahaha.

THE MAD GEAR GANG

Fighting your way through the inner city decay, you come across a variety of grotesque geeks, goons, monsters and snorters. These are members of the Mad Gear gang who inhabit Metro City, crime capital of the world – they're determined to stop you cleaning up their patch.

What's even worse is that members of the same gang of obscene dog-eaters have kidnapped Haggar's daughter Jessica and are holding her captive in some swampy dive. It's your thankless task to rescue the poor, helpless woman by means of fists and not intellect, using the awesome biffing and boxing skills of Haggar, or Jessica's sweetheart, the musclebound danger-merchant Cody.



"Hey boys, whered'you get your trousers?"



Haggar gets rough overhis hat.





Haggar in graceful death mode.

FIGHTING TALK

Fighting's a funny old game though, innit? I mean, take Haggar. 46 years old, a strapping 6' 8" and weighing in at 267 lbs. Alright, he's a bit miffed – his lovely daughter is being held hostage, but he's a professional (and he's the mayor of fair Metro City). Angry he might be, but he doesn't let his technique slip. It's all about technique, see, the fighting game is. You might think it's just a question of biffing someone's face until it looks like raw hamburger, but it's not – it's technique. That's why a lunge, followed by several head-butts, a jump kick and a piledriver might do the job, but it's more than that. It's technique, innit?

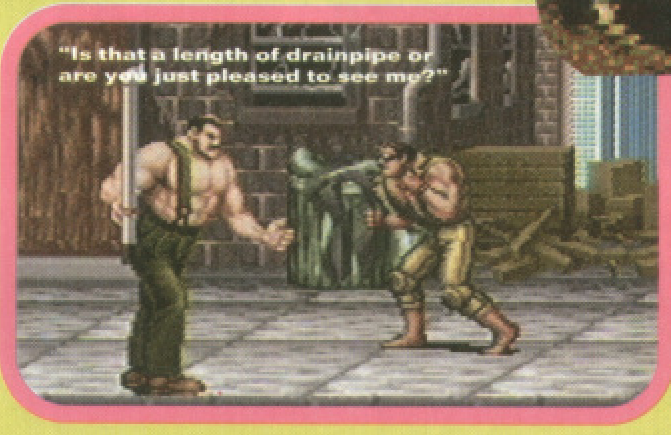
MAXIMUM DAMAGE

Fighting's full of different sorts of people, just like life really. It's just that they've all got one thing in common – they love violence. Oh, and honour – that's two things. Oh yeah, and technique as well – that's three, innit? Yes, they've all got three things in common.



Compared to Haggar, Cody's a bit of a romantic – he's just an old softy really. I mean, he's going out with a girly, he's 22, 6ft tall and weighs in at a measly 187 lbs. And he's got blond hair. But his technique is great. Knee drops, knee bashes – a joy to watch, they are.

Alright, granted, they're moves designed to inflict maximum damage on any face or other part of the anatomy that comes within striking distance. Major hospitalisation or even death is the intention, but you've got to admire the technique, ain'tcha? Poetry in bleeding motion – that's what I call it.



non-stop action

Combinations of button-presses get the job done and after a while the controls seem to become fairly instinctive, but there are drawbacks as to how entertaining a game of this kind can be.

The action tends to be fairly relentless and the repetoire of moves at your disposal soon become extremely repetetive. I mean, the first time you employ the special moves in the shape of a super spin or, for Cody, a super kick, the effect is quite impressive – but again and again? Likewise, drop kicks, back drops and the rest are all well and good, but there really isn't that much in the way of variation in what each of the characters is asked to do, or in the ways in which they can do it.

Having said that, those who find beat 'em ups of this ilk fascinating will love *Final Fight*. Those who think that this kind of game is a poor substitute for any games that need a touch of thought, tactics or planning won't.



FINAL FIGHT: Out now from Capcom on Super NES, £49.99

BULLS VS LAKERS

MEGA DRIVE

"Not another blimmin' sports game," said PATRICK McCARTHY, as we thrust EA's BULLS VS LAKERS at him. "Nob off, chicken tupper!" we hollered with one voice. Well, he is one.

Bulls Vs Lakers is the follow-up to *Lakers Vs Celtics*, which was never officially released in this country. It comes with a whole host of gameplay options, including three difficulty settings, single game or tournament mode and selectable period lengths. It also has the userest-friendliest (*Eh? Ed.*) action replay facility of the current crop of EA games. Despite its title there are eighteen teams to choose from – sixteen normal, plus two all-star teams. It can't help but be compared to *David Robinson's Supreme Court* on the Mega Drive (reviewed last issue), and on the whole it comes off slightly better.

Against the computer it's more difficult to win and will take a fair bit of practice to do so, even at the easiest setting. In *Supreme Court*, it's rather too easy to score and win. You can choose where you pass in *Bulls*, unlike in *Supreme Court*. The two player game is superior, the awkward pitch display and the aforementioned easiness working against *Supreme Court*. The main thing that will make this one appeal to basketball fans over *Supreme Court*, though, is the fact that you have real teams and real players.



What a fine bunch of men – not one of them under 7ft in their high-heeled Jordans.

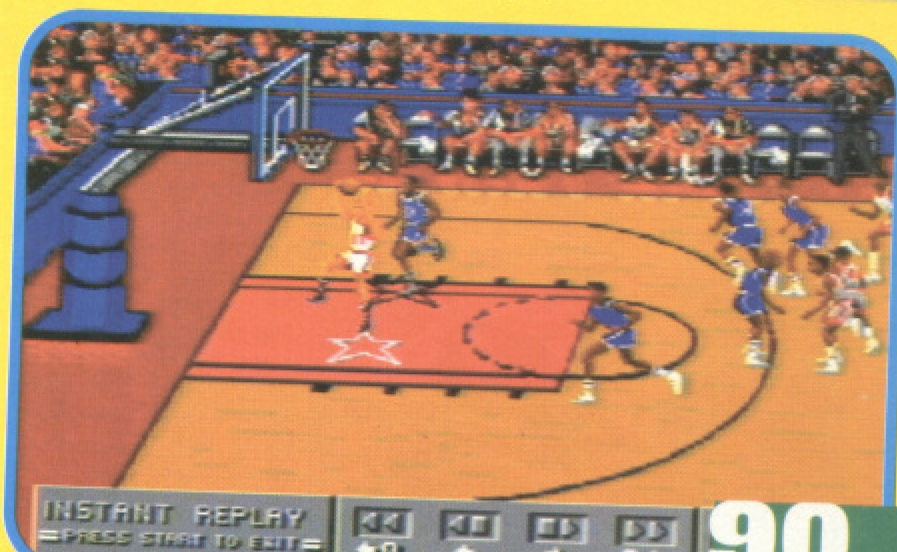


STAMINA SELECTION

You can play the game in arcade mode, in which your starting five don't get knackered at all, or in simulation, in which you have to substitute regularly to allow the poor wee loves to get their breath back. The fatigue rating is clearly displayed, so you've only got yourself to blame if you throw a perfect pass to Patrick Ewing under the basket and he falls asleep before he can score.

THE T-BAR

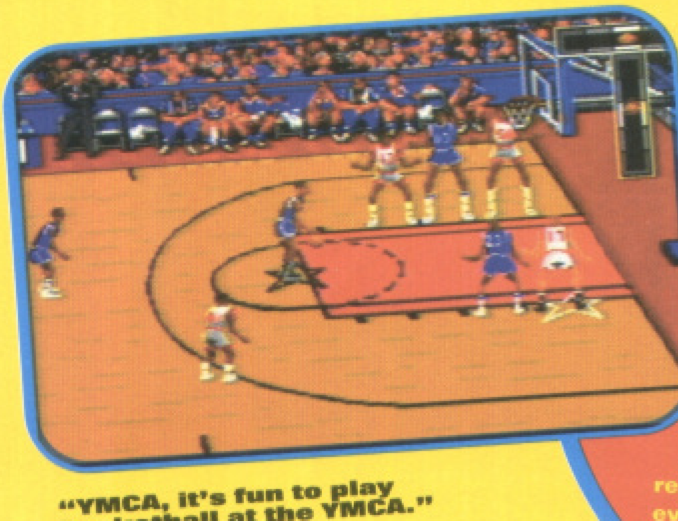
If you get fouled as you shoot, you get one or two free throws from (weirdly) the Free Throw Line. At this point, the T-Bar™ comes into action. With a speed dependant upon how good the player is at free throws, a marker moves from left to right until you press A, then up and down. If you get the marker in the pale area with both presses you score the free-throw and your salary goes up by another million dollars. Hoorah.



ALL ABOUT BASKETBALL

Basketball was invented by Arthur Basket, some American twerp with a hyperactive pituitary gland and nothing better to do than wind up his short-arse mates. He took one of his mother's laundry baskets, nailed it to the gymnasium wall just out of their reach and spent the rest of the afternoon throwing a buffalo bladder into it. They got really jealous and competitive, like short people everywhere always do, and practised behind his back. The next time he tried it they challenged him to a game...and were soundly thrashed. The game of basketball was born – a new surefire way of humiliating stumpies.

GRAPHICS	90
PLAYABILITY	89
ADDICTIVENESS	84
SOUND	80
OVERALL	85

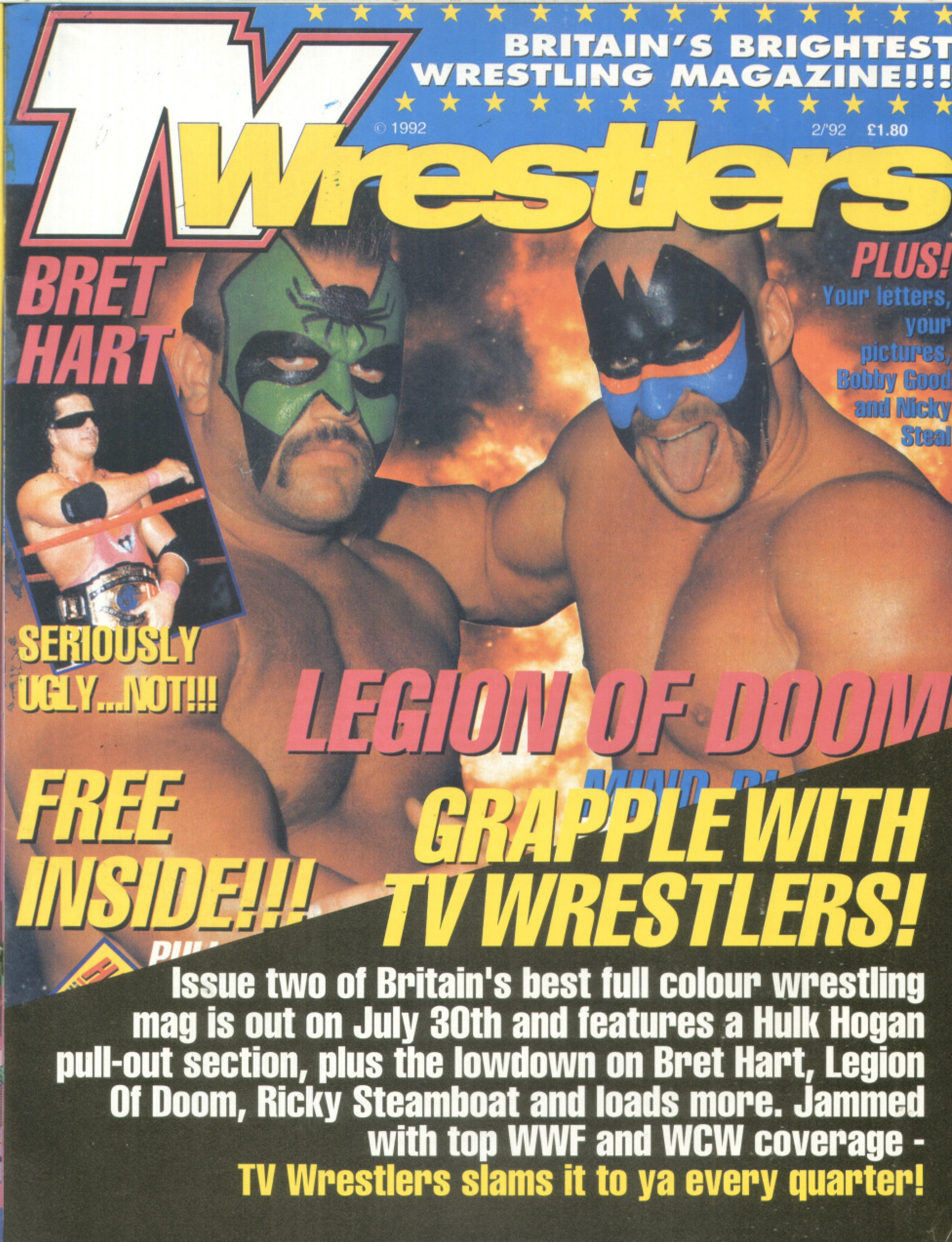


"YMCA, it's fun to play basketball at the YMCA."

STAR MOVERS

It's not enough just to score baskets at regular intervals if you want to make it big in the NBA. You have to think of a punchy name for the way you do it, like an 'Up Your Bum Rimbender'. (Move fast if you want that one, by the way – it's not been taken yet.) All the stars have their very own super-move, and they can all be replicated in *Bulls*. And the sprites even look like the real-life person too. Fab, eh?

BULLS VERSUS LAKERS: Out in late September from Electronic Arts on Mega Drive, £39.99


BRITAIN'S BRIGHTEST WRESTLING MAGAZINE!!!
© 1992
2/'92 £1.80
TV Wrestlers
BRET HART
PLUS! Your letters, your pictures, Bobby Good and Nicky Steal
SERIOUSLY UGLY...NOT!!!
LEGION OF DOOM
FREE INSIDE!!!
GRAPPLE WITH TV WRESTLERS!
Issue two of Britain's best full colour wrestling mag is out on July 30th and features a Hulk Hogan pull-out section, plus the lowdown on Bret Hart, Legion Of Doom, Ricky Steamboat and loads more. Jammed with top WWF and WCW coverage -
TV Wrestlers slams it to ya every quarter!

B-17 FLYING FO

MICHAEL HORSHAM loves flying, dropping bombs on things and wearing furry leather jackets with big pictures painted on the back. What a stroke of luck, then, that MicroProse's B-17 FLYING FORTRESS arrived, taking care of all his sad little fixations in one fell swoop.

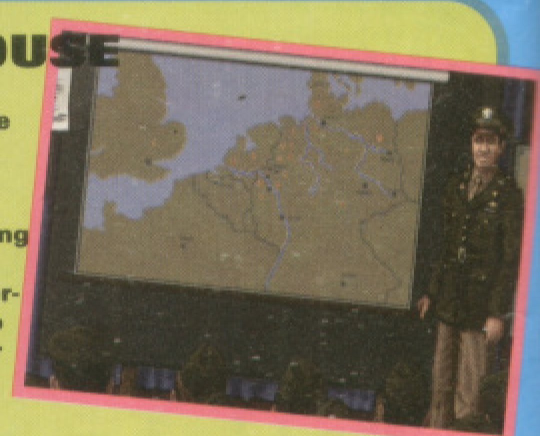
PEECEE



GODDAMNED CRATE

B-17 takes you into the heart of the Second World War and puts you in control of a Flying Fortress – the 'battleship of the skies'. Like the best of sims, it's not a game which involves simply blasting away at stuff until it all blows up. It's also a question of taking the right decisions when you're in command, assigning duties for which particular members of the crew are best suited, flying that Goddamned crate over, dropping the 'eggs' and then flying her right back home again.

BOMBING BUCK HOUSE



The level of detail and the care which has gone into writing this sim is quite awesome really. It stretches from the way in which your crew members learn from mission to mission (and so acquire new skills and improve their existing ones), to the flickering black and white briefing film shown in the mission room, accurate maps, to administering first aid, to the fact that it's possible to fly over the middle of London and clock (or even bomb) the Houses Of Parliament, Buckingham Palace and Tower Bridge.

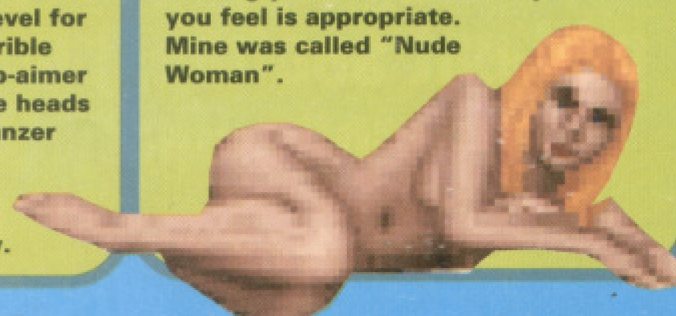


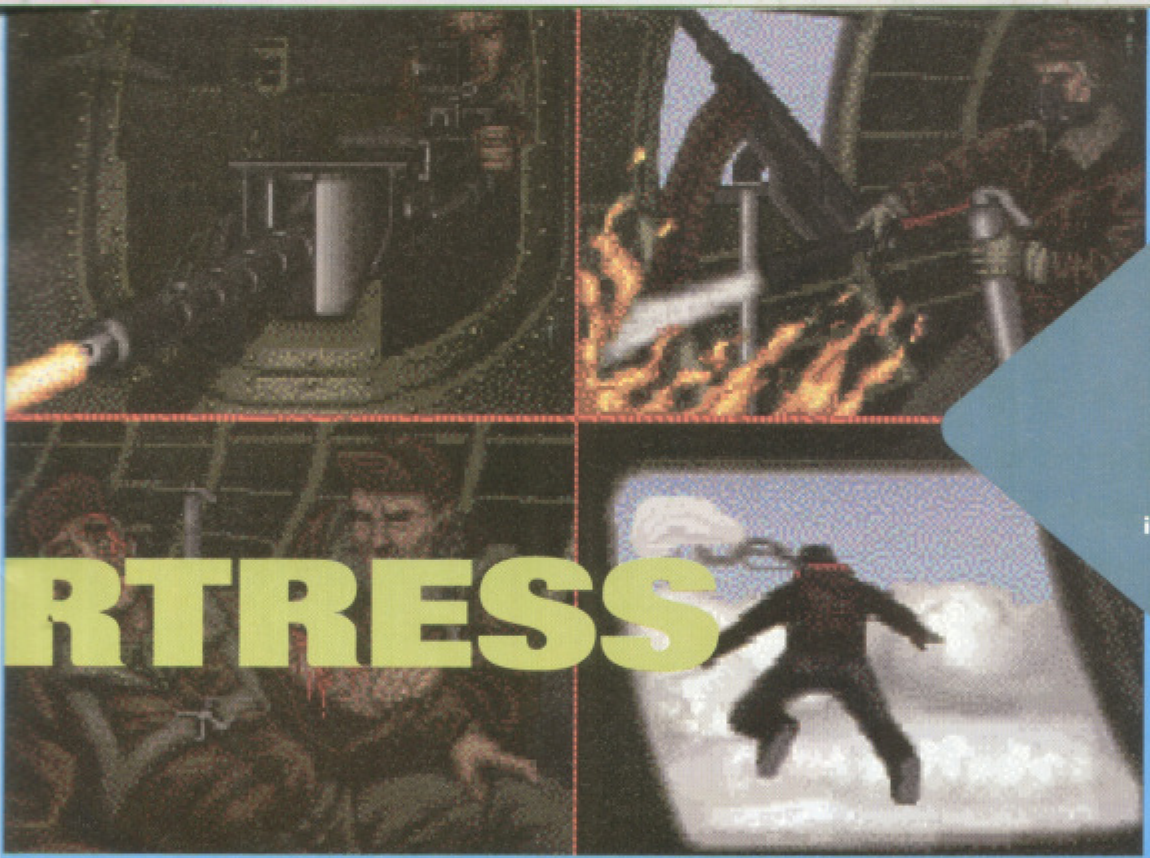
DUMP YOUR LOAD

Life in the B-17 wasn't exactly one long round of luxurious Marks And Spencer food parcels, relaxing foot massages and steaming hot baths. At least not over the target it wasn't. It was more to do with trying to fly the plane level for 20 seconds through terrible flak to allow your bomb-aimer to dump his load on the heads of the unsuspecting Panzer divisions, submarine builders and railway workers below, then scarpering back to Blighty.

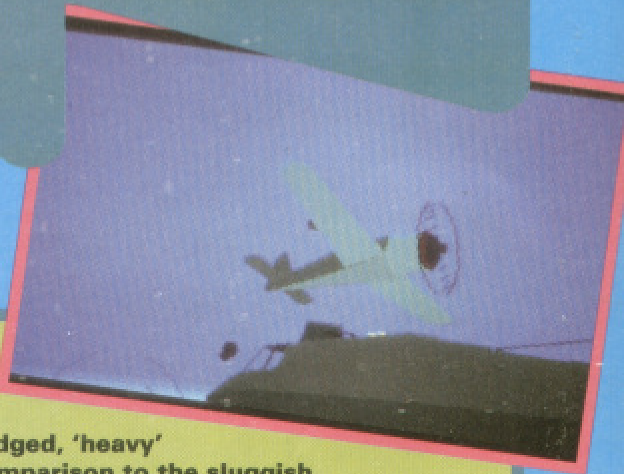
PICKING YOUR NOSE ART

During the war, the flyboys painted gratuitous pictures of scantily-clad women and cartoon characters on the fuselages of their trusty bombers to lift their spirits. You can do this too – naming your bomber in a way that you feel is appropriate. Mine was called "Nude Woman".



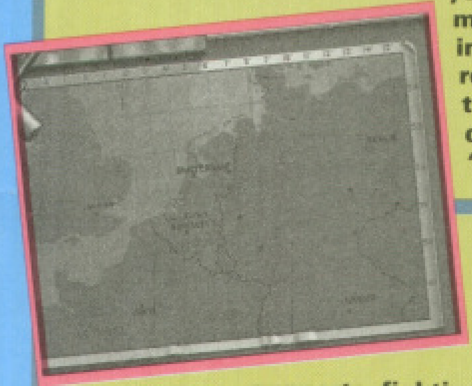


Flight 'n' fight sims – you either hate 'em or, like me, you love 'em. MicroProse's *B-17 Flying Fortress* is a smartly turned-out, historically-accurate sim with enough detail to keep the trainspotters occupied for hours. And enough action to turn even the most lily-livered, yellow-backed, knock-kneed, vest and pants merchant into a gung-ho, rootin'-tootin', mad-eyed murderer.



LIKE AN ELEPHANT IN CUSTARD

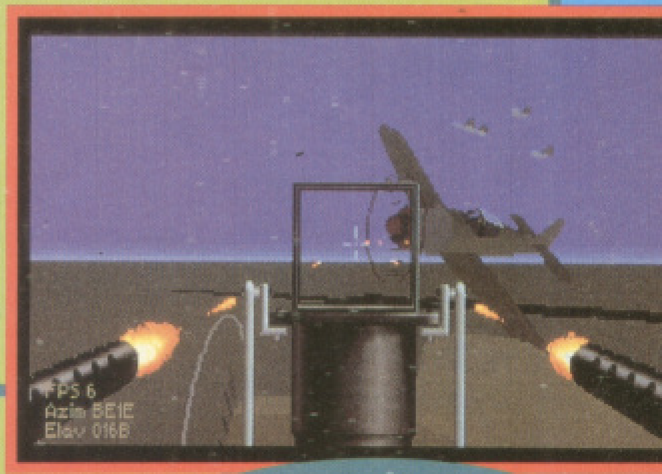
Controlling your Flying Fortress is a pretty complex procedure, particularly if you decide to be a bit of a smarty pants and do the whole thing on manual. (This is not a very good idea if you're a novice.) Things like taking off, controlling air-speed and so forth aren't the easiest things to do, mainly because your Fortress is loaded with about 5,000lbs of high explosive, so the darn crate handles like an elephant wading in custard. (And we all know what that's like, don't we?) To ease yourself into the game, it's as well to let the computer do some of the flying, just so that you can zoom around on your external cameras. In this way, you can enjoy the sight of all six Fortresses in your section plummeting from the skies in flames as you realise you've set the the enemy fighter configu-ration to 'Expert'. Duffer.



LOVELY VIEW

The graphics on *B-17 Flying Fortress* are pretty grand, with nicely judged, 'heavy' movement for the plane itself. In comparison to the sluggish bomber you're flying, the fighters that attack you as you pass over the various enemy bases located on the navigator's map are speedy little devils – hard to draw a bead on, but not impossible to shoot down.

Key Caps access a range of views, including interior and exterior pilot views, sweeping views from all the gunnery positions and a range of outside shots, including a Zoom feature which allows you to skim along at ground level while keeping sight of the planes way up in the sky. Enough to keep you entertained until you get bounced by fighters or caught by flak. If your boredom threshold is very low – and it would need to be with this little corker – you can always accelerate time or skip time and get there quicker. The only problem with this is that you're quite likely to skip merrily into heaps of trouble and suddenly you'll find that one of your wings is missing.



DECISIONS, DECISIONS

There's a lot to do onboard a B-17 Flying Fortress – from studying the map in your role as Navigator, setting waypoints and making sure you don't get lost, to manning all the different gunports, fighting off the Luftwaffe and taking over the bomb-sights for the final bombing run. On top of all this, command decisions are incredibly important too. Deciding who gets first aid after you've been buzzed by Me-109s and their vicious cannon shells have bitten deep into the flesh of your noble crewmates could make the difference bet-ween enjoying bacon and eggs back at base or a diet of cabbage and dead skin in a POW camp.

B-17 FLYING FORTRESS: Out now from MicroProse on PC, £44.99. Amiga version to follow in December, £tba

CRATER CREATOR

Contrary to what you might think allied training procedures were, your home airbase of Alconbury is a top venue for practicing all sorts of skills. Okay, the CO might be a bit cheesed off about the craters in his runway after your practice bombing, but what the heck does he expect anyway?

I enjoyed *B-17 Flying Fortress* a lot. The game requires a fair bit of skill to get anywhere with it – particularly on the bombing runs and landing – which is more or less what you'd expect from a cracking flight sim like this one.

Coupled with this, there are also enough other touches, options and other gubbins – such as following your bombs down to the target, calling up tactical views of your intended victims and the great, punchy sound – to make this rank as one of the most entertaining war flight sims I've ever played.

Z

GRAPHICS	PLAYABILITY	ADDICTIVENESS	SOUND	OVERALL
92	88	90	90	92

PREM

AMIGA

MARTIN POND has had stars in his eyes ever since he appeared in a home video remake of *I Spit On Your Grave*. Needless to say, he was gagging to review PREMIERE from Core, a film buff's bad dream come true.



Celluloid man Clutch Gable at work.

Premiere is an arcade adventure, featuring full eight-way scrolling Panavision and a glitzy, Hollywood touch. You play Clutch Gable, a hardworking film editor at Core Pictures, who manages to lose all six reels of the latest blockbuster just hours before its premiere. Suspecting spoiling tactics on the part of arch rivals Grumbling Pictures, you have to search their studios, get the film reels back and drop them off at Boot's for processing. Fail and you'll never work in this town again.

Mr Gable, whose massive quiff seems to have been cloned from Johnny Suede's, is able to pick up and use weapons, leap about and pull levers, and he can roll down stairs more readily than Princess Di. Furthermore, the special effects wizards at Core have kitted *Premiere* out with not one but two planes of existence. Yes, you get double the fun and frolics of standard platform games, since you can jump into and out of the screen, à la *Platoon*.

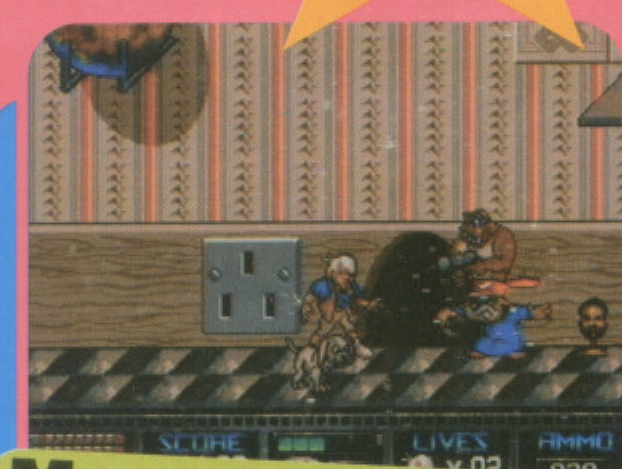
As you run around the scenery there are tons of concessions lying about. Kia-Ora and Westlers are a bit thin on the ground, but there's loads of popcorn and burgers. Pick up one of the Oscars, rattle off an acceptance speech and you'll get bonus points.

PREMIERE: Out now from Core on Amiga, £30.99

The Western

There's enough Injuns, tumbly tumbleweeds and roaming buffalo here to make even John Wayne poop his chaps. You can mosey on down along the dusty streets and pump the snoozing Mexicans full of daylight. But watch out for the high noon at the end of the level – you have to beat a gunslinger to the draw. The bad news is that he takes being a low-down ornery varmint to such an artform that he makes Yosemite Sam look like Cliff Richard.





Merry Melodies

Cartoon capers here. The action takes place on a massive skirting board – the very set used by Jerry, the finest rodent actor of his generation. There are puppies and fish to kill, and a final showdown on a drawing board with a cartoon pelican from hell. "Gweat!" as old Elmer Fudd might say.

MIERE



Black And White Talkie



Shot in glorious monochrome, this magnificent epic is set in the pyramids of Egypt. Mummies and sphinxes abound, and a number of mangey, flea-bitten felines are stalking about. The film ends with a sequence in which Clutch is riding a trolley cart pursued by a runaway train. You have to make him duck under the signals and jump over the gaps in the track and piles of leaves. – a bit like that Brazilian train-surfing.

Barry Norman On Movie Magic

Suspension of disbelief – that's what it's all about at the movies. The magic that you see on the big screen is just a facade. The same goes for Premiere – each of the six levels takes place on a sound stage at Grumbling Studios. If you go through one of the doors in the set (which is, after all, what they're there for), you find yourself amongst the cameras and sound equipment. Backstage or on the set, you pays your money and you takes your choice. And why not? It's easy to forget that those naughty sprites who wreak avoc with your power bar are really just actors in costume too. Between games they like to 'take five' and hug each other.

Horror Flick



Just a normal day at the Hammer House Of Horror – flying demons, zombies, bats and enough spooky organ music to give Vincent Price some bad dreams. And watch out for a cameo performance from the Prince of Darkness himself as the end of level baddie.

And Finally...

I'm not sure what film is in production on the final level, but I've narrowed it down to a number of possible movie genres. What do you think it could be?

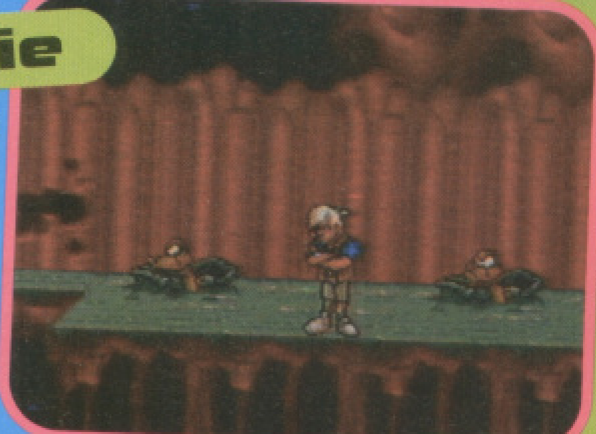
Industrial Training Video: A platform romp based on Spielberg's classic *Care Of Your Lathe*.

Polish Arthouse Cinema: A subtitled level which goes on for three hours without a whiff of a gunfight or car-chase (until you eventually get bored and go and get a Chuck Norris video out).

Triple X-Rated Snuff Movie In 3D: Featuring a host of midgets and barnyard animals...

(*Alright, that's quite enough made-up levels. Ed.*)

Sci-Fi B-Movie



Set deep in space, in Buck Rogers' old stamping ground, this penultimate level is littered with spacemen toting death-rays and aliens wearing deely-boppers. Apparently it's Grumbling's latest every-expense-spared B-movie. You know the sort of plot we're talking about here – hero's chick is kidnapped by a UFO and taken to Mars to take part in a breeding program with Elvis and Glen Miller.

Final Credits

Well I think it'll be a hit. The graphics are really lush with just a hint of *Dragon's Lair*, and the soundtrack is fab. The whole effect is not unlike the excellent *Gods*, except a bit slower, and the end of level sub-games are worth it on their own. A definite box- office smash.

Graphics	Playability	Sound	Addictiveness	Overall
91	88	87	86	88

MEGA DRIVE

MICHAEL HORSHAM is always raising hell around the ZERO office with his rallying cry of "Graarrrrr- Snorty-Graaaar". He's also played Sega's platform romp, TAZ-MANIA, starring the Tasmanian Devil, so we thought he'd be the ideal person to give the Devil his due.



DEVILLED EGGS

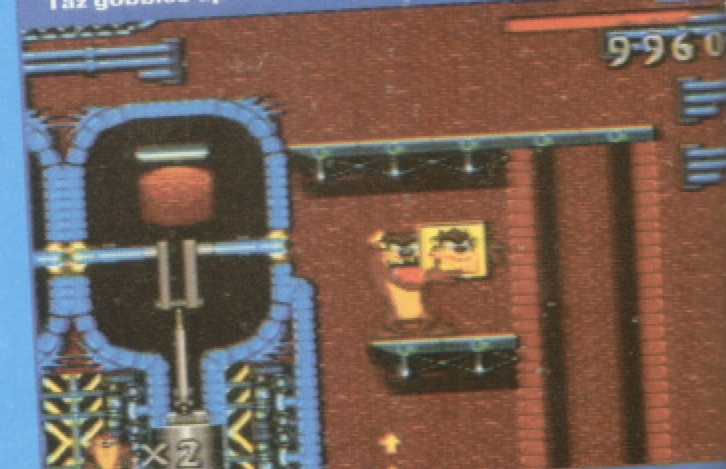
Eggs is eggs, as they say, and they're the driving force behind why Taz, the small but furious marsupial hero of the game, is driven to cross scorching deserts, arctic ice floes and sundry other obstacles in search of sustenance for his family. Legend has it that there are giant eggs of a prehistoric seabird to be had somewhere in the mountains, so the intrepid Taz sets off in search of this ancestral foodstuff for his starving family. Understandable, really – one of these fabled eggs could feed a family of Tasmanian Devils for a whole year.



SYMPATHY FOR THE DEVIL

I don't know about you, but the Tasmanian Devil was always one of my favourite cartoon characters. Blind, uncontrollable rage and and a compulsion to eat everything as soon as look at it made him the perfect foil for Bugs Bunny and his wise-ass rabbit act. Sylvester too – he was stupid enough to make everything he did funny, but that's another story, as are Yosemite Sam, Elmer Fudd and Daffy Duck. What's really good about *Taz-Mania* is that Sega have managed to give Taz the full range of Devilish attributes. He spins, he's grouchy and impatient and he'll eat anything. Plus he moves well and at times he's incredibly dumb – he eats bombs if you let him.

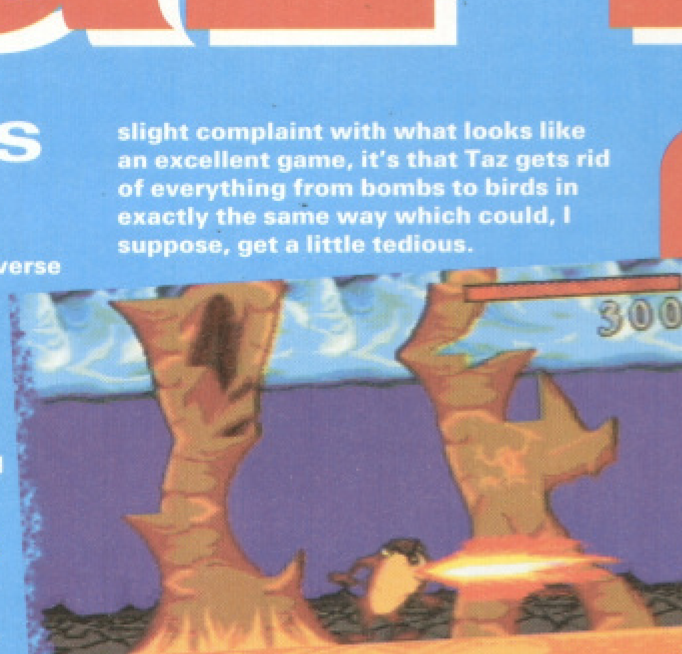
Taz gobbles up an extra life in the factory.



Taz-ma

THE DEVIL'S WORK...

The different levels of the game are located in the diverse environments of the island, so each level has its own set of baddies for Taz to 'deal with' in his own inimitable way. Our irrascible hero has a number of options when it comes to 'offing' the meanies as he strides and leaps devilishly across the screen. These range through firebreath, gained from eating chillis along the way, to the simple act of whirling into his enemies or jumping on their heads. The foes he meets include bow and arrow-wielding mice in the jungle, robot-controlled lasers in the factory sequence and the penguins of doom on the ice floes. If there's a slight complaint with what looks like an excellent game, it's that Taz gets rid of everything from bombs to birds in exactly the same way which could, I suppose, get a little tedious.

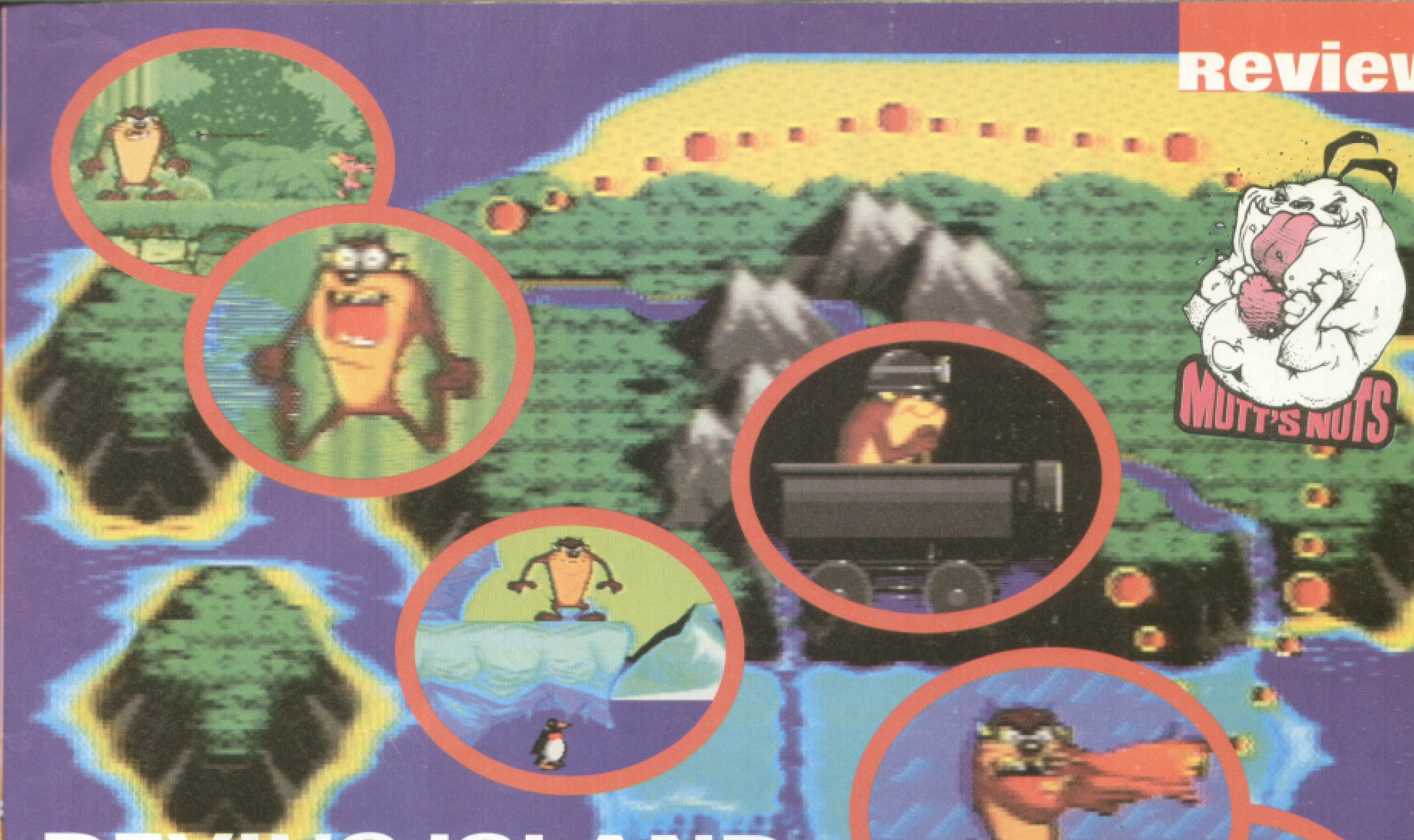


The post-chilli afterburner comes into full effect.

This is classic platform stuff really, with extra lives and power -ups dotted about for you to collect on your ramble through the various hostile landscapes. Taz eats anything, so it's largely up to your reflexes to either spin unwholesome stuff away, like bombs, dodgy plants, crabs etc, and eat the rest. Having a good short-term memory helps on this kind of thing too – remember where the baddies are and where you're supposed to leap and it all gets a lot easier.

It's a polite game, too. Not only does Taz remind you when he's being kept waiting by snarling and leaping about a bit, but the game also gives you a chance to get acquainted with it in a practice mode. Then, having sussed it out, there are two difficulty levels to choose from called Easy and, er... Hard.

And let's not forget that top sound is always a bonus in these kind of things. Inventive use of samples can add a bit of wit to the process of getting through the levels, and every bit of atmosphere helps. In Taz's case, the jet-whine tornado sound, complete with rising pitch as he gets faster and faster is hard to beat, as is his "Graaaaaaarrrrr-Snorty-Graaaar" growl.



DEVIL'S ISLAND



Tasmania is a huge island off the south-east coast of the biggest island in the world – Australia. According to the history books, it was discovered by Dutch sailor Abel Janzoon Tasman in 1642. But it wasn't 'discovered' at all really – there were Tasmanians living there already, although they didn't call themselves Tasmanians, did they? If they did, it'd be a bleedin' coincidence and a half, wouldn't it? Also on the island were small marsupials which came to be known as Tasmanian Devils.

All the action in *Taz-Mania* takes place on an island which has an incredible range of climates – from the lush, dewy moistness of the jungle to the arid heat of the desert and the icy blast of... well, the icy region.

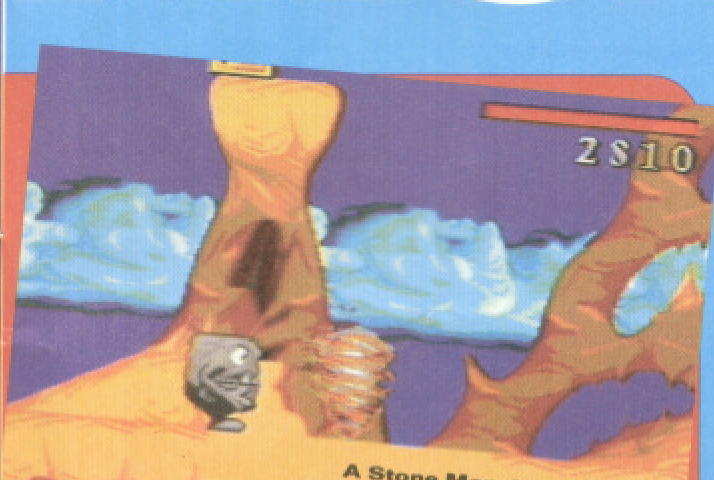
nia

THE VIDEO BOX

Actually, this game gives a totally false impression of the way we Tasmanian Devils carry on in our natural habitat. We don't spin, we're not grouchy or impatient, and we live almost entirely on spam (except for Wednesdays when we prefer a small omelette aux fines herbes served with crusty bread and a small glass of Vimto).

Disgusted of Tasmania.





A Stone Monster – they can only be destroyed with your chilli breath.

DEVILISH GAMEPLAY

DEVIL'S ADVOCATE

Taz-mania is a seductive little package, a smart cart and a pleasing platformer to boot. The puzzly bits, the trial and error, the leaps of faith off the edge of some jungly precipice, the animation in the factory, the crisp and witty movement and the great sounds all come together at various points to make bits of a great game... and yet. And yet there's something about *Taz-Mania* which needs just a little bit extra. It's not the animation or the sound, so it must be the rest of it – the game.

I really enjoyed playing *Taz-mania*, but it did strike me that it was, well... a little samey in terms of what Taz could do. All of the levels which involve the simple stroll around the multi-levelled platforms, killing mice and various other plants (and even a boy with a bow and arrow) require much the same of Taz (and therefore the player) as the other levels do. Having said that, though, these are about the nicest graphics you're likely to get on the Mega Drive and it's worth persevering with, I'd say.

TAZ-MANIA: Out now from Sega on Mega Drive, £39.99

GRAPHICS 95	PLAYABILITY 85
ADDICTIVENESS 84	SOUND 95

90

Review

TENNIS CUP 2

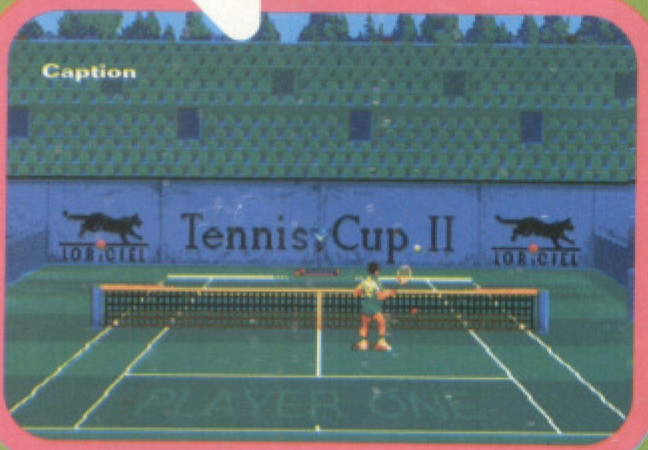
AMIGA

With the Olympics and Wimbledon behind us, new ball-boy on the court MOHAMMED AHMED bounced over the net to check out Loriciel's new Tennis sim, TENNIS CUP 2.



Tennis – probably the most boring game in the world. Who in their right mind would want to watch two wallies whacking a ball around with fly-swatters in front of a crowd of posh morons eating strawberries and cream? At the start of *Tennis Cup 2*, your player doesn't seem all that keen to play either – he's having a drink in the bar, waiting for you to make your move.

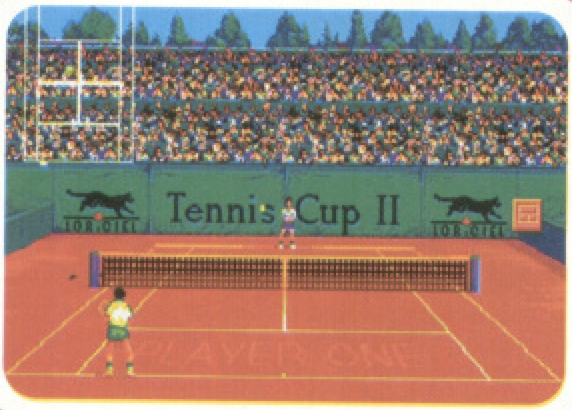
You have two choices as to what to do with him. Walk him to the side door and you enter training mode, whereupon you're greeted by machines which hurl tennis balls at your forehead while you wave your racket around. Alternatively, you can walk through the main door onto the court and hear the crowd erupt in applause.



Caption

NEW BALLS PLEASE

The game boasts several new options, including a unique new feature – the ability to gang up against the computer in doubles matches and kick its US right open (brilliant fun). You can choose to play in singles competition against the computer or a friend, and there's a huge range of different pitch types and tournaments.



GAME, SET AND MATCH

The animation in the game is great – the sprites run around realistically, complete with a bum shuffle, and the dive is smaaart! The graphics are good (though not Sabatini standard), with the different pitch types being well presented. The ball boy is a nice touch too. (*You perv. Ed.*) A special mention must go to the sound. A Puerto Rican umpire blurts out the score after each point, while the line umpires call "fault" whenever the ball is out.

FIRST SERVE

You can opt to have the computer control the movement of your player or for you to control him, and from there on it's action. The control method does take a bit of getting used to, however. Once you get in line with the ball, you press fire and select your shot with the joystick – lob, slice, pass or smash. There is also a new move available – if the ball seems out of reach, you can make your player dive for the ball in true Andre Agassi fashion (minus the stubble though), heating up the action a little more.

The presentation's good, but what about the gameplay? Well, it's Hard with a capital H. It can get sooo frustrating. That's the problem with *Tennis Cup 2* – the difficulty level has been set at Wimbledon Champion standard. I played for three hours solid and didn't win a single game.

It's very addictive at first, but play for a while and it can become really infuriating, crossing the thin line between addictiveness and frustration. Not even John MacEnroe can beat this, because this time the ball is definitely out! Z

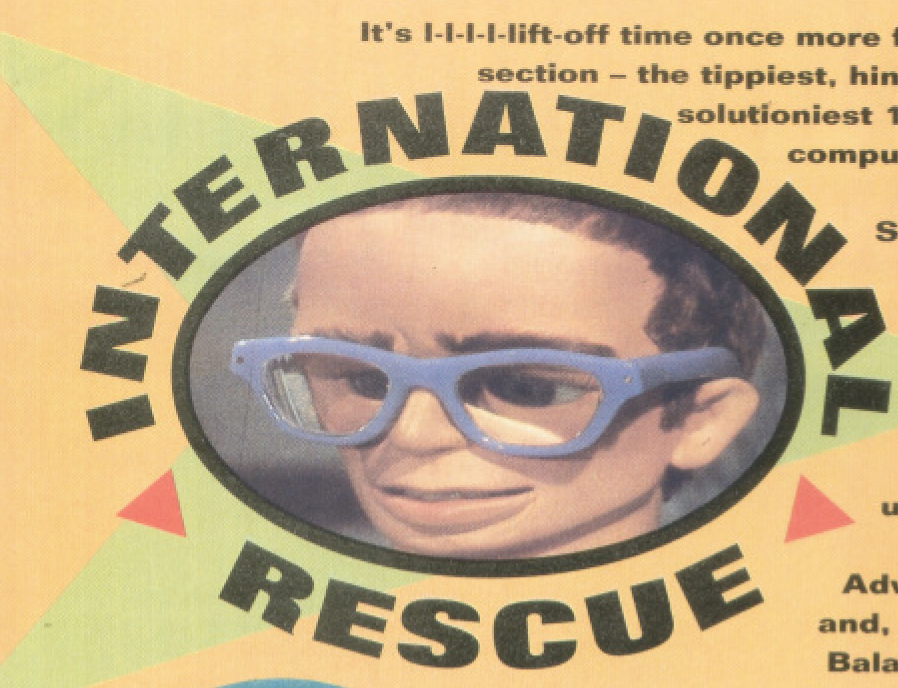
Graphics	Playability	Addictiveness	Sound	Overall
83	75	70	85	79



Ah, tennis – a game of ballboys, umpires and wickedly bow-legged players.



TENNIS CUP 2: Out now from Digital Integration on Amiga (£25.99) and PC (£29.99)



It's I-I-I-I-lift-off time once more for ZERO's tips section – the tippiest, hintiest, complete solutioniest 14 pages in any computer games mag known to man. Stand by for the final part of your fantastic pull-out tips booklet, a complete solution to System 3's *Myth*, Adventure Tipbits and, of course, The Balance Of Power.

PROJECT X

AMIGA

There are officially no cheat modes for *Project X*, so we're printing these Action Replay pokes for it, sent in by D WHITBREAD. Don't forget, you'll need an Action Replay interface to use them (in the normal way), changing the first pair of the string of numbers each address calls up to a desired number for lives, and between 0 and 9 only for weapon selection.

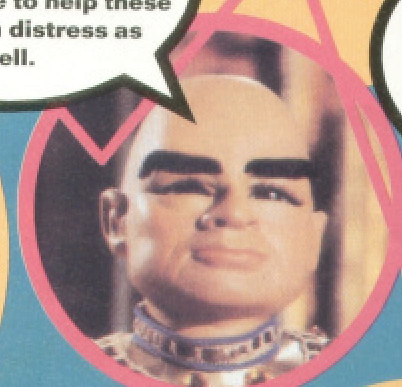
ADDRESS	EFFECT
COB933	Lives (level 1)
COB825	Lives (level 2)
COB939	Lives (level 3)
COB93D	Lives (level 4)
COB8EB	Weapons (level 1)
COB7DD	Weapons (level 2)
COB8F1	Weapons (level 3)
COB8F5	Weapons (level 4)

THE BALANCE OF POWER

Q1: ...so we'll look forward to seeing you and the wife 7.30 for dinner at 8.00 then... er, ahem (we've started, Brains). Brains, you bast, if this *Hunter*-related problem from MARTIN BERINGSFORD doesn't foil you, I sincerely don't know what will. How, asks Martin, do you get the injured soldier to reveal some useful information? Carrying out the obvious and giving him the antibiotics seems to have no effect. What is he doing wrong?

A1: N-n-n-nothing at all, M-Martin - the soldier simply requires more then one batch. You'll have to go collect some more (from the same co-oridinates as before) and give them to him as well.





Pah! You must be cheating or something. Well, if you were any real sort of a hero, you'd be able to help these damsels in distress as well.

Ok, so maybe I c-can't, but you're not much of a b-b-b-baddie either – these helpful readers have written in to help solve some of your previous fiendish p-p-problems (and will be receiving prizes for their trouble!)

Q2: Pah! Well, maybe that one was too easy. Here's a tricky one from my evil friend DAVID FARQUHARSON-ROBERTS - he wants a cheat for *Dogs Of War*, and I bet you can't help.

A2: Ner ner n-nerr ner! I c-c-c-can, and it h-hardly took me any trouble at all. (Actually, it was in the first instalment of ZERO's fabby A–Z Tips Booklet - where's your copy, Dave?) Simply Type TIMBO before you start, then press F5 during play any infy l-l-l-lives will be yours.

Q3: "Hello. MRS TOMLINSON, here. My son is having trouble with the Master System version of *Alex Kidd In Miracle World*, namely with cracking the sequence on the lake screen. Can you help? I really would be most grateful."

If you've got a problem, if no-one else can help, and if you can find him, then maybe you can hire... Brains out of *Thunderbirds*. You, you see, write in to the evil Hood with your gamesnags who, in turn, poses your problems to the unsuspecting Brains. Brains will be able to sort most of you out, but then again there are always going to be a few that catch him out – everybody's human, after all. This month, as you can see from the domination of the good side of the page, some of The Hood's previously unanswered posers have been solved by readers who have written in. It's up to you to write in with your gamesnags AND to help out fellow stumped gameplayers with solutions to their probs. Write in to: THE BALANCE OF POWER, ZERO, 19 BOLSOVER STREET, LONDON W1P 7HJ. Don't forget that this is YOUR page – if no-one writes in, er... it may become a little tricky to continue doing it.

Send in all your tip-related stuff to International Rescue, 19 Bolsover Street, London W1P 7HJ. Big, small, intricate, straightforward, computer or console – we'll print 'em if they're worth it. Just make sure you include your name, address and the computer format the cheat works on. Prizes ahoy for senders of anything we print!

GOBLIIINS

AMIGA

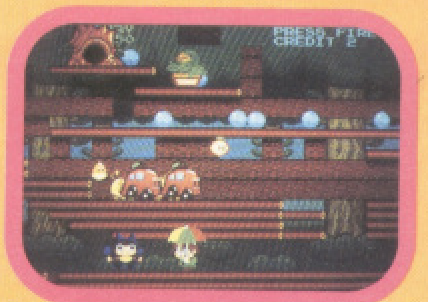
GLEN BOTTON and **PAUL ASHTON** certainly know a few things about Digital Integration's remarkably French newie, *Gobliiins*. The passwords, for one – they know those. And now so do we (because they sent them in to us). And now so do you (because we're just about to print them below). Thanks all round then.

LEVEL	CODE
2	VQVQFDE
4	ECPQPCC
6	HQWFTFW
8	JCJCJHM
10	LQPCUJV
12	FTQKVLE
14	EWDGPNL
16	TCVQRPR
18	KKKPURE
20	NNGWTTO
22	TQNGFUC

PARASOL STARS

ESTEE AMIGA

Hurrah! A *Parasol Stars* cheat that works! (We've tried it – thanks, **ADRIAN SPENCER**.) Ingame, type A WORD, upon which all the baddies should be unable to move. The following keys are then in use:

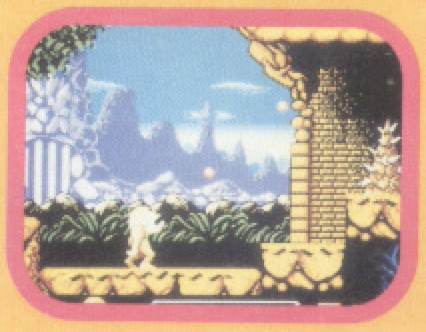


C – increase credits, L – increase lives, G – paralyse baddies, Z or T – kill all baddies on stage, M – collect all three Parasol Stars miracles simultaneously, X – go to secret world, D – player one dies, B – go to bonus stage, F1 to F10 – select world, and 1 to 7 – select stage. However, using this cheat means that you won't get to see the end of game sequence, and quite right too – you'll have to play properly if you want to see it.

TOKI

LYNX

"It can't be done," everyone said, "you can't squeeze down a game like *Toki* onto a handheld without losing all the graphics, sound and playability of the hugely impressive computer conversions." "Oh yes we can!" replied Atari with a rude noise and an offensive hand-gesture. And here's **MICHAEL FLYNN** with some useful information concerning level three of that very handheld. After killing the first firebird, proceed down the slopes and onto a lift. When it has reached the bottom, you'll still be able to see the slope that you just came from. Jump back up onto it, walk left and keep jumping. And whaddyaknow? You've skipped loads of the level.



MAD OR WHAT?

"Are you mad or what?" enquired the vicar to the old lady as she offered him another toasted poodle. And that's exactly the same question we pose each month in this here column, when we open a tip-related letter and think: "Nah – that can't possibly be be true," and then, seconds later, can't help beginning to wonder "... or is it?"

Take **MATTHEW JONES**, for example. Now put him down and take the tip he sent in concerning *Jaguar XJ220*. Firstly he reckons that by choosing the Sound Effects option, selecting Mode and scanning forward on the radio to 65.4, you'll get some music that sounds like (get this) the theme from *The A-Team*. (We told you we thought this bloke was a bit, well... 'funny'). And weirder still, he's also under the impression that although the speedometer says otherwise, you can now race around the track much faster. Hmmm. Hmmm. And hmmm (an infinitum). Well, is Matthew Mad Or What? Write in to the usual address.

MATT ECCLES was having problems working out what some of the objects were for in *Treasure Island Dizzy*, but here's **SAM GREENWOOD** who has come to the (International) Rescue. "Place the Magic Stone at the bottom of the totem pole on the second island to reach some coins. The axe is use on the bridge on the first island (make sure you have the swimming goggles) - this allows you to collect Hookjaw's treasure, which you should give to the shopkeeper in return for the boat key. Ensure that you have the Bible (and room in your inventory) before collecting Hook's treasure or you'll be struck by lightning if you walk past his grave. And don't try leaving the island before you have at least 30 coins." S-S-S-S-Smaaart, S-S-S-S-Sam!

A STUFFED PARSNIP from Erdington, bless him, was having severe trouble with Sierra's *Space Quest 1*. Over to you, **PHILIP MARLEY**. "You asked what sector to tell the droid to go to. Well, first return to the bar and have a few beers. Then, as the pilot reveals in mid-conversation, tell him to go to sector 5H. Incidentally, you're just about to get to the good bit!" Thanks, Phil.

Finally, **ADRIAN BERNASCONE** was having some *Deuteros*-related problems. "I've built eight space stations, so will someone please tell me why I can't build a ninth or invent more powerful weapons beyond this point?" "All right, calm down Adrian – **GARETH MORGAN** here. Eight space stations are enough, you see, so just pick the right planets and get on with it. And it isn't possible to invent more powerful weapons either - you'll have to get those when you meet the aliens."

Q4:

"Hello. **ROBIN VEAL** here. I can complete the Game Gear/Master System version of *Sonic The Hedgehog* without losing a life, but I'll be buggered from all angles and positions if I can find the sixth crystal, which I would imagine is on the Sky Base. I have only one word to say, and that word is 'HELP!'"

Shucks – your friends may have managed to help you out this time, Brains, but don't think you're going to get away with it – my evil counterparts are bound to come up with some tricky problems to leave you gibbering without a hope.





I wouldn't b-b-b-b-bet on it, Mr Dome-Head. My righteous readers have got your measly minions on the run. Stand by for another th-th-th-th-thrashing next month!

Thanks to the lovely BBC for the *Thunderbirds* pics.

myth

AMIGA

ESTEE

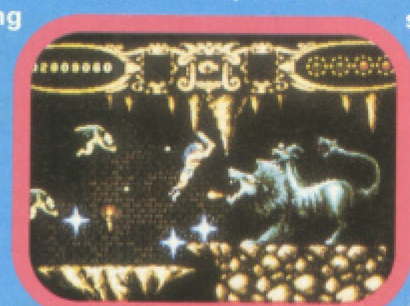


Awww. Having pwoblemy woblemies with System Threesies Myth-y with-y? Or perhaps you're just having problems with System 3's latest escapade, Myth? Either way, this complete and utter solution to the latest release from those people at System 3, cunningly monikered Myth, is bound to come in quite handy.

HADES, REALM OF THE DAMNED

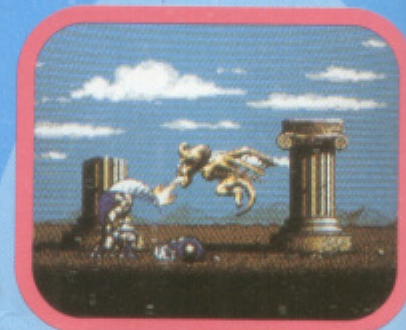


Punch, kick or avoid the smallest number of skeletons necessary to locate (and kill) a green harpy and collect and select the fireballs. Use these to continue bumping off the skeletons until one drops a sword (try standing on the platform to the left of the start and shooting left and right), blasting any harpies that get in your way to replenish your energy/score. Stand to the left of the hanging skeleton, use a straight stab to cut him down and fall (right or left) from the platform to land over the flames. Stand just to the left of where the skeletons rise, and as one does, use a neck slash (Diagonal Up Right and Fire) so that his head flies into the flames. Walk back a bit, activate the fireballs and stoop down. Duck to avoid the demon's pot shots, firing (fairly sparingly) at him, including when he materialises on top of you, as this will still kill him. There should be enough harpies about to slash if you run out of fireballs – it may even be a wise move to stock up on a fresh batch before calling up the demon. Collect the trident (but don't use it), return up to the previous position of the hanging skeleton, stand on the small platform to its right and heave the trident rightwards (get closer if you actually want to have a look at the Chimera first). Right, down the first gap for bonuses (and up again), over the second and onto the next load.



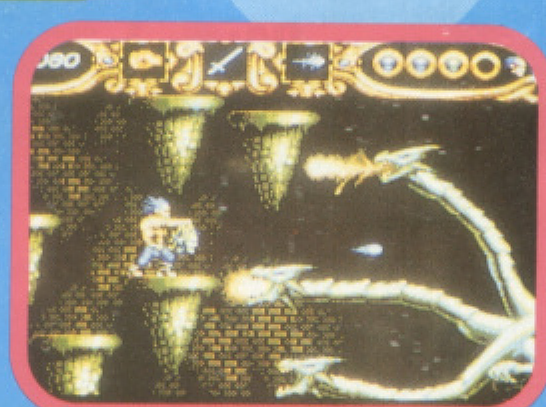
TEMPLE OF ATHENAE

Activate the sword and leap right to the platform on the immediate right of the second warrior. Medusa fires in a one, three pattern – wait until after the burst of three, jump two platforms to the left and hold up the shield (Fire), then after a subsequent burst of three jump to stand immediately next to her once gain wielding the shield the second you land. Still brandishing the shield, scroll the sword into the selection window, and one burst of three later, without haste select the sword and lop off her head with a neck-slash. Collect and use her head, stand on the platform with the warrior on and drop to the right. Manoeuvre your way to the lowest but one platform, upon which Right and Fire should take care of the Hydra's third head (you'll have to take a few shots punishment yourself, but don't worry). Up two platforms to the left and, in between blasts, directly up once more. From here you can get into a fire/duck routine and (by moving forward a bit) take out both his other heads.



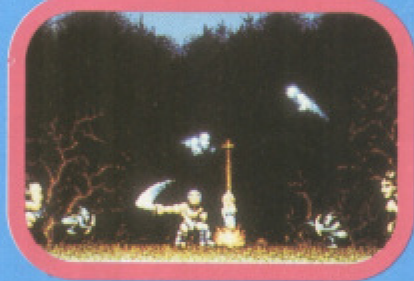
SKYROS, ISLE OF THE SIRENS

Jump the warriors (there are too many to try to kill) until the female nymph first comes into view. Approach her slowly only when she beckons, stopping when requested (if she fails to summon you, walk back left and try again), and when asked go kneel, do so and she'll transform into a handy energy bead. (Approach her too fast and she'll turn into a monster and kill you. Women, eh? Fickle or what?) Continue right and, on reaching the statue of Achilles, hack at his mythologically dodgy right heel (stabs from the left are the best for this). Pick up and use the shield, clonking all the remaining enemies over the head until you reach the end of the lev.



COMPLETE SOLUTION!

MAELSTROM, GATEWAY TO THE NORTH



Wait for the viking to come towards you, then kick him to collect and utilise his axe. Run back and forth the length of the boat, cleaving any vikings' heads you may see with an upwards chop (Up and Fire). Have a look out for the glow-in-the-dark blood! Time this correctly and you'll come out of this level with not even a scratch, but if you stand still for too long you may get struck by lightning. When the raven takes off, overhead chop him as he bounces down and he'll drop a coin – your payment for the journey across.



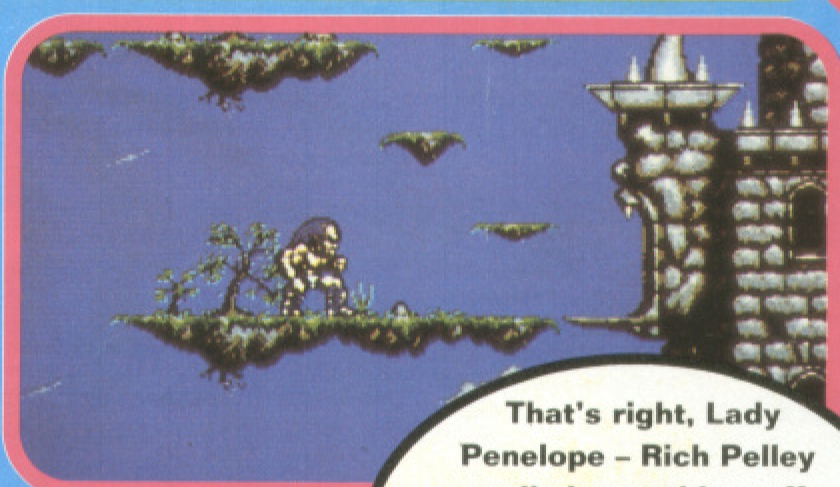




FORESTS OF NIDHOG

Don't touch that joystick! Wait for a green squishy thing to reach you, punch him and collect the daggers. Use the daggers to kill the trolls (have some energy back) and green squishy things (and have some daggers) until you reach Brunhilda, the girl currently burning alive at the stake. Don't waste any time in using the sword torch to take out the banshees – easiest if you stand still and kill them as they come towards you. Brunhilda will vanish, replenishing your energy and awarding you with an impressive-looking sword as she goes. Re-select the daggers, popping off as many trolls and (surely infamous by now?) green squish things as necessary to reach Nidhog, the dragon. Stand where the roots of the two trees intersect, and when Niddy fires at you, jump vertically over his shot, run fully left and neck chop him with the sword (twice – there is time) before legging it back to the relatively safety of the start of this sentence. Continue until a green wound appears, then chuck in a few daggers and you're away.

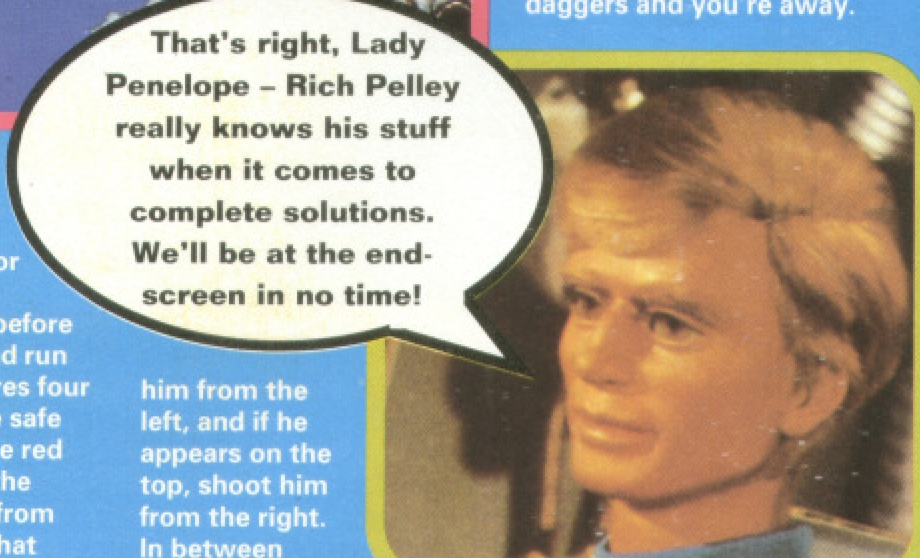
ASGARD, DOMAIN OF ODIN



Dispatch the plants on this level with a neck-chop using the sword (it gives you double the points than if you used the axe). The small green dragons leave behind daggers and collectable energy (so stand around killing them if your energy is low). Watch out for Thor – he can't be killed (gods are immorta). If you're stand-ing near him when he mat-erialises, he'll try to knock you down a platform, so jump after the third swing of his hammer and his plans will be thwarted. If he starts firing at you then run like hell, or try to avoid his shots (he only has eight way firing).

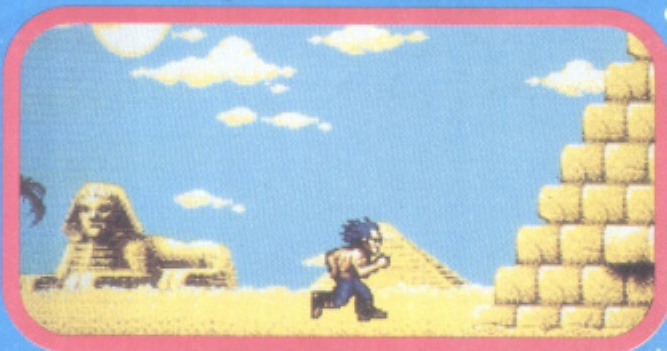
Zig-zag up to the first entrance to the tower. Stand away from the door (avoiding its fire) and switch to daggers. Move towards the drawbridge, wait for the viking to come out and throw his axe, then let him have it. (If you hit his axe or he catches it before you kill him, you'll have to approach the doorway again). Once killed he turns into energy pods but if you don't think you're going to make it, leave and kill a few dragons first. Take care of the viking guarding the entrance above in exactly the same way and jump abruptly to collect the energy before Thor whisks you away.

Select the sword before Thor drops you off and run to the far left. Odin fires four bursts at you – you're safe to stand here, stab the red dragons, and collect the energy and daggers (from the platform above) that they leave behind. After the fourth burst, change to daggers and prepare to fight Thor. You'll notice there are four platforms. If Thor appears to the left, shoot him from the lower. If he appears to the right, shoot him from the left, and if he appears on the top, shoot him from the right. In between Thor's visits, remain slightly to the right of the lower platform – if he appears here, run to the far right (or the left if he's on the right) and you'll be safe. (Thor only has eight-way scrolling, see.) Once Thor has scarpered, you have to take out Odin from the top platform. Avoid his shots (he fires directly at you) and dagger him from the top platform.



THE VALLEY OF THE KINGS

Select the sword (there's not much else choice), jump over the snake (and its fire) and kill it. Run underneath the second one, jump up and knob him as well before entering the concealed door above. Run right up to the spike, ducking under the blade as you go, and kneel (in this position it looks like the spike is actually going to go through you!) Wait for the blade to pass overhead and run as soon as the spike has completely submerged. Standing on the lowest step, jump over the pressure pad to land next to the small spike and hurdle over it. Step onto and walk back off the pressure pad and the spinning blades will return from whence they came. Time your way past the two spikes (stopping in between), collect the eye, then repeat this paragraph, but in reverse, to get you back to the doorway.



Re-kill the snake below you, then circle up the platforms, past another concealed door, and enter the concealed door at the edge of the playing area, committing two more cases of snake-icide as you go.

Dodge the spike, and run right without stopping to avoid the spinning blades that falls. Duck when standing on the pressure pad (just after the vertical bar) and the moving blade will pass overhead. Walk off the right side of the pad once it has passed, onto another pressure pad (to remove the spikes) and onto another one (to call them up again). Up past the moving blade, down the steps, jump to land next to the spike just as you did before, over the gap, onto (and off) the pressure pad, over the spike and through the door. Left leads you out of the first concealed door that you didn't bother entering, so go right instead. Need I really have to explain how to do the rest?



CHAMBERS OF ANUBIS

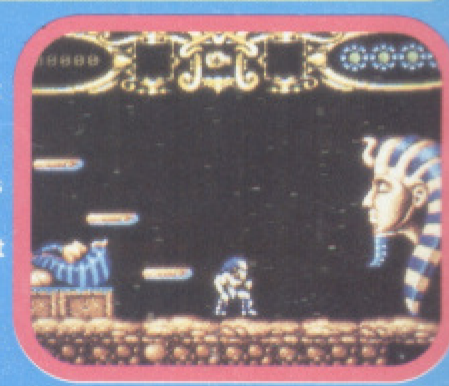
Right, slay the skin-heads and collect the Ankh as you go – when this is in the selection window, standing by one of the three large Ankhs on the wall (there was one at the start) it will replace your energy. Break the energy pod from the breakable urn before heading up the platforms, killing the Mr Head-dress (ducking his fire, obviously) and picking up what he leaves behind.

Collect the small mummy from the urn to your right before returning down the platforms, and in turn down the first set beneath. Collect the remaining three small mummies from their respective urns – two to the left, one to the right (over the spikes) jumping the live mummies as you go. Use the head-dress to kill the pharaoh back at ground level, then select the Ankh (and replenish your energy if necessary). Duck beneath the Ankh and select the eye.

Stand up (so that the Ankh still glows), and when Anubis the dog looks up, keep Right and Fire held – you should let him have it in the eye (if the blue lightning doesn't appear, you were probably standing in the wrong place, so try again). Collect the urn and you'll be able to jump high enough to reach the above platform.

TOMB OF THE PHAROAH

Stand on the bottom left platform, choose and select the green mummy and it will drop down. Drop the remaining three mummies in their apropriate places (the fires show you where), then walk past the tomb and (whoosh!) shoot Tut in the eye, ducking beneath his pots shots (it's not even remotely hard).



THE REALM OF CHAOS

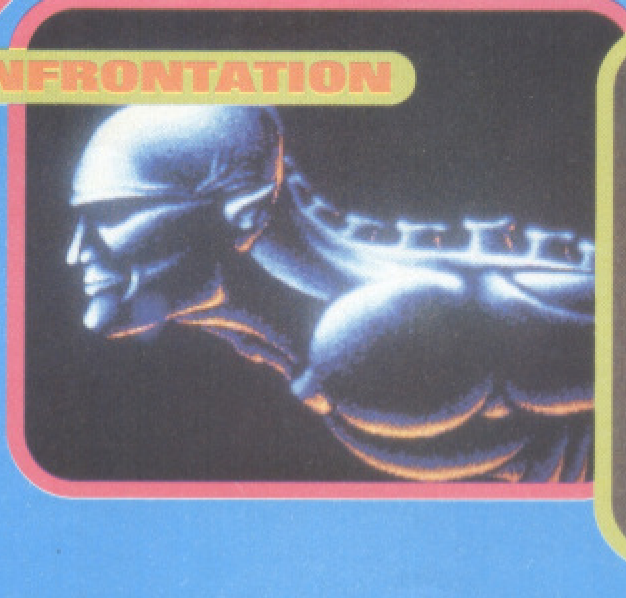
And finally we have a sideways scrolling shoot 'em up. It's not very difficult (and it's not even very good). Turn on autofire and (staying to the rear of the screen) wiggle and let everybody eat whatever you're firing. Collect the pods, wait until you've collected the split-shot weapon and use it.

THE FINAL CONFRONTATION

Select the big fireball and keep firing it (by pressing Space) to take out the small heads on Dameron's own head, then take him out in the just same way.

ANKALAGAN THE VICTORIOUS RETURNS TO STONEHENGE

And you can have a well deserved rest, or at least until *Dawn Of Steel*, the sequel, is upon us.





FREE PULL-OUT SECTION!

Welcome to the FINAL PART of the Only Multi-Format A-Z Tips Pull-Out In The Cosmiverse.
If you missed the last three, then get yourself a back issue while stocks last.





R is for Ready For Take-Off. Time to hear the booming commentary: "5–4–3–2–1... Thundertips are GO!

RETURN OF THE JEDI
ST/Amiga

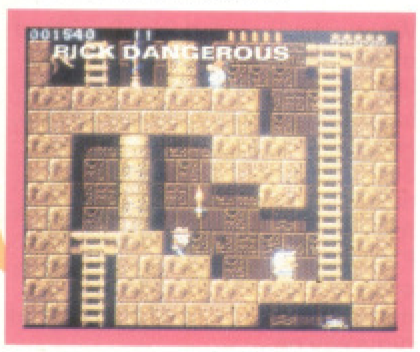
Type DARTH VADER as your name on the hiscore table and then use F2 to skip levels.

REVENGE OF DRANCON
Game Gear

For a round of the distinctly bonusy type, do this. After you pass the sign with the 2 on it, you'll find a snail on the ground. Naturally enough, immediately above it is a banana in a tree. Kill the snail and then jump up to get the yellow bent fruit. After Monsieur Banana is yours, a red bag appears where it used to be. Grab that bag and you'll be escorted to the bonus game. While in there, grabbing the red bag gets you out.

RICK DANGEROUS
Amiga/ST/PC

Type in POOKY on the hiscore table for the cheat mode.



ROADBLASTERS
ST/Amiga

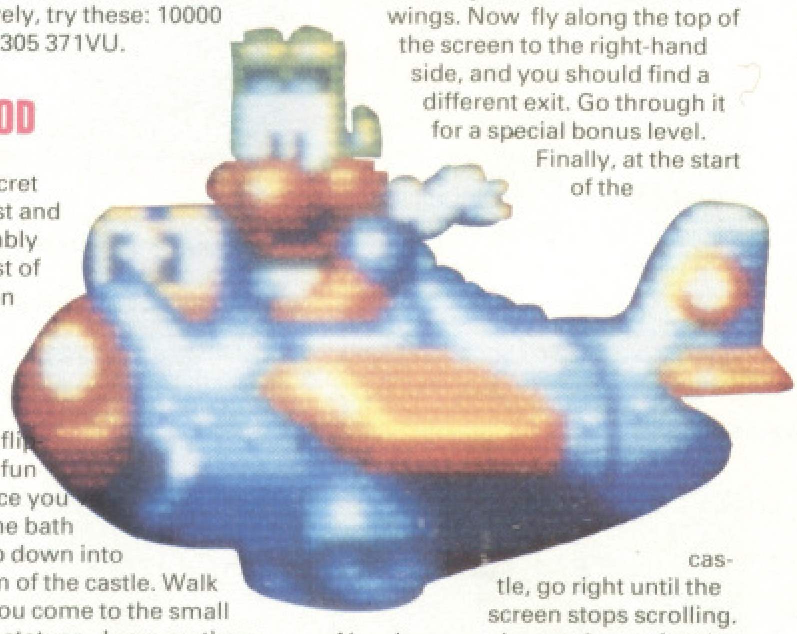
While playing and enjoying this game, simply type in the word LAVILASTRANGIATO. Then 1-4 selects weapons, S takes you to the next stage and F get you fuel.

ROAD RASH
Mega Drive

Want to start at level four with $7,000,000 in the old bank account? Try these codes for size: 34441 01MS0, NV8UC 3QJ8R.
Alternatively, you can start at boring old level one, but on the Diablo 1000 Bike: 011511 02881, 001E0 1VJFS.
Alternatively, try these: 10000 03JA1, 00305 371VU.

ROBOCOD
Amiga/ST

Lots of secret levels exist and you probably know most of them (even these) if you're especially keen on this fishy, flipper-filled, fun game. Once you finished the bath level, drop down into the bottom of the castle. Walk left until you come to the small snowman statues. Jump on these and they will turn into a moving platform. Get to the top of the screen and then walk left into thin air. Now jump and you should be next to some doors. Go through them and find yourself in bonus heaven. Do the same after the sweets level, but go left at the castle. Go on the snowmen once more and then, at the top of the screen, grab the umbrella and collect all the goodies while you're floating down.
Also, on the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and then catapult yourself off the bus there. Once you've done this, get on the higher level and then keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right-hand side, and you should find a different exit. Go through it for a special bonus level.
Finally, at the start of the castle, go right until the screen stops scrolling. Now jump on the nearby roof and walk left to be transported to the extra levels.



ROBOCOD
Mega Drive

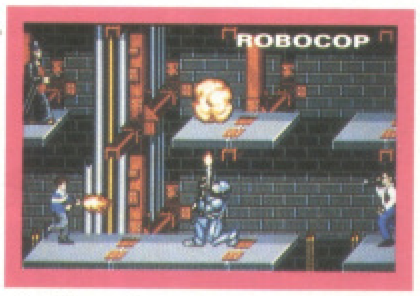
Select your start level this way. Switch the machine on and hold down A, C, Down-Left and then press Start.

ROBOCOP
Amiga/ST

During the game, hold down Undo, Help and Backspace while typing

ALEXMURPHY (without spaces). The left mouse button will now boost energy. Alternatively, type BEST KEPT SECRET (with spaces) for immunity.

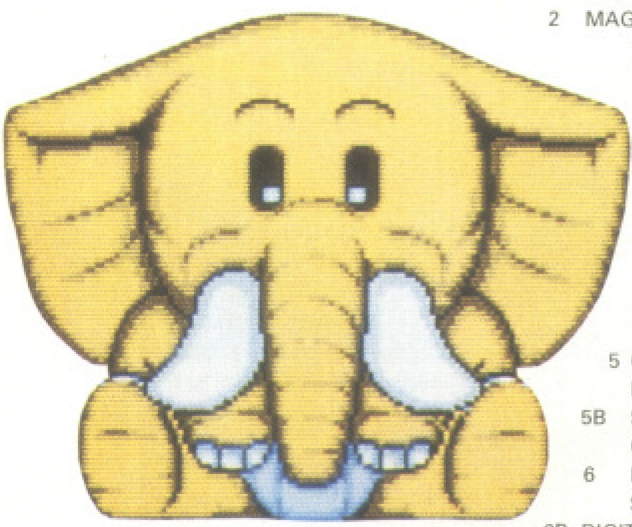
ROBOCOP
Game Boy
Here's a cheat and a half to keep you bowling through this beat 'em up/shoot 'em up thing. If you have problems on levels 1, 3, 5 and 7, use



this. First off, find a jar of baby food. Let yourself be shot, but keep your beady eyes on the power bar. When it reaches more or less its lowest ebb and the half man half robe is bending over to die, jump onto the jar of baby food and you should be teleported to the next level.

ROCKETEER
NES
Boost your performance with these passwords: 490-629-312, 435-765-818, 775-454-215, 318-469-417, and 040-473-312.s

RODLAND
Amiga
Pause the game and hit Help five times for infy lives and the ability to skip to the next level by pressing the Space Bar.

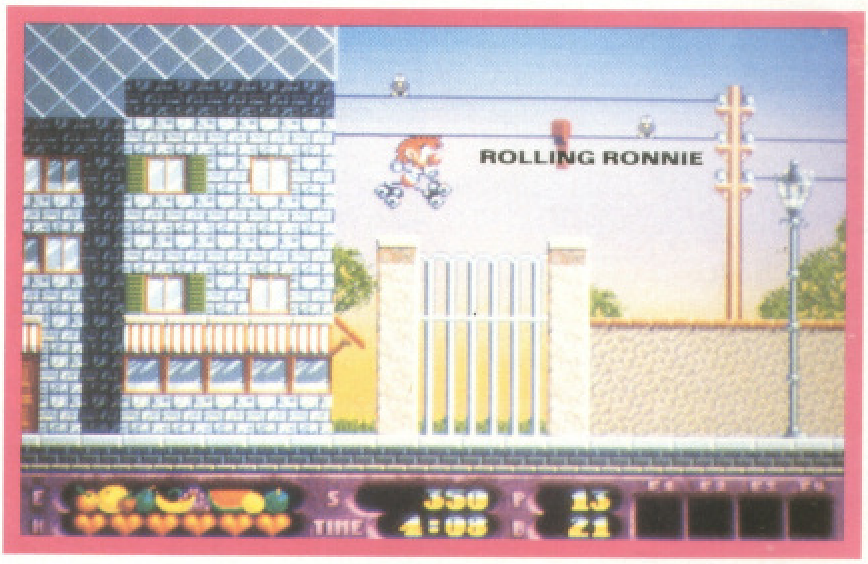


ROLLING RONNY
Amiga
A dynamic duo of cheats! Entering your name as CHEAT on the hiscore table makes Ronny fly, and typing MICHAEL in at the end when you die results in an equally spectacular set of circumstances.

ROLLING THUNDER
Mega Drive
Here are the passwords for all eleven levels of the first two quests:

Level	Quest 1	Quest 2
1	No Password	RPSG
2	MTLS	CRLF
3	NFCG	MIDB
4	RNSN	PLPN
5	CPPP	SFEG
6	LLBS	DRMS
7	PIDT	LTSP
8	NREF	RMDF
9	MMMK	SNBT
10	DNPD	CICK
11	PTCP	NPDN

ROLLING THUNDER 2
Mega Drive
All the passwords you'll ever need to make people think that you're good at this game.



Level	Password
1B	ROLLING PROGRAM SMASHED GENIUS
2	MAGICAL THUNDER LEARNED SECRET
2B	CURIOUS RAINBOW LEARNED FUTURE
3	NATURAL FIGHTER VREATED GENIUS
3B	MAGICAL ISOTOPE BLASTED DEVICE
4	ROLLING NUCLEUS SMASHED NEURON
4B	PRIVATE LEOPARD PUNCHED NEURON
5	CURIOUS PROGAM PUNCHED POWDER
5B	SLENDER FIGHTER ELECTED GENIUS
6	LOGICAL LEOPARD BLASTED SECRET
6B	DIGITAL RAINBOW MUFFLED SECRET
7	PRIVATE ISOTOPE DESIRED TARGET
7B	LOGICAL THUNDER SMASHED POWDER
8	NATURAL RAINBOW ELECTED FUTURE
8B	ROLLING MACHINE DESIRED FUTURE
9	MAGICAL MACHINE MUFFLED KILLER
9B	SLENDER NUCLEUS BLASTED TARGET
10	DIGITAL NUCLEUS PUNCHED DEVICE
10B	CURIOUS ISOTOPE CREATED KILLER
11	PRIVATE THUNDER CREATED POWDER
11B	NATURAL PROGRAM DESIRED NEURON

If this doesn't work, try typing in the word THE before the last word in each code.

R-TYPE
Amiga
Type your name in as SUMITA. (with full stop at the end) to get yourself infinite lives.

R-TYPE
ST
When asked to insert Disk B, instead of just doing everything you're told like some goddamn automaton, do something different. Hold down the Help button and type ME followed by the Up Arrow. Now you can use these keys to get these effects: F5 for immunity, F6 for invulnerability, F7 for many more credits and F8 to control that there orb with the mouse, if that's the kind of thing that turns you on.





S is for Speccy Twat. (Brains is the original and definitive model.)

SAINT SWORD
Mega Drive
Level 3-1: IQWIEL
Level 4-2: KWWKQQ
Level 6-1: S2YYZY
Level 6-2: SDG2AL
Level 4-1: (Second Quest) K2JOCK
Level 5-2 (Second Quest) QW10C2
Level 7-2 (Second Quest) XXKSIS.

SCORPION
ST/Amiga
This cheat's as simple-to-follow as they come. Get yourself a high score (cinch!) by typing IMPORTLIGAT for ten lives.

SECRET COMMAND
Master System
If you're in two player mode, you can continue from level three (if you've got the thumb and finger power) by this high-speed move. Press button one as rapidly as possible while moving the control rapidly from left to right. Hey Presto! It's three-ers all round.

SHADOW OF THE BEAST
Amiga
Wait until the last title screen appears, then hold down the joystick Fire button and the left mouse button until you have to change disks.

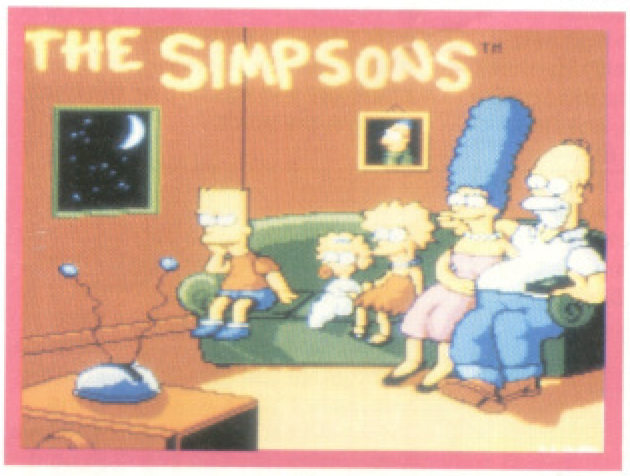


SHANGHAI
Game Boy
MAN provides you with an easily matched set of characters. REV turns all the tiles upside down. STF is ego-massage for the programmers. ZAP makes the Game Boy make a ZAP noise if you can't move a tile.

SHINOBI
ST/Amiga
Are you ready for this one? It's short but sweet. Pause the game and then type LARSXViii for infinite credits.

SIDE ARMS
NES
If you dig drab, and black and white is your bag, achieve nirvana with this simple trick. Hold down buttons I and II and Up, then press run to lose all that colour.

SIMON'S QUEST
NES
To gain all the weapons needed to kill Dracula, enter DY31 LXDY WX45. For all the weapons and items you need to finish the whole thing try: GQ21 T (Diamond Sign) * QZXQV 3QPQ.



SIMPSONS
NES
You know the nuclear power plant? Well you need 16 rods from there, but there are only 15. For that extra one, find Maggie and then stand near her while pressing B and she'll give the darned thing to you. And if that wasn't enough, here are the bits and bobs to get into each level of the power plant. Floor 1: 14; Floor 2: 32; Floor 3: 11; Floor 4: 41; Floor 5: 21. Plus, on level one, make your way to the right and shoot the E in the Quick E mart sign for extra lives and a sound test.

SLIME WORLD
Lynx
Some codes: 002A64; 75E9D5; 50E9C8; 20D988; A48278; 8F0BC8.

SNAKE RATTLE 'N' ROLL
NES
Warp to level three by simply jumping onto the snake icon opposite the single block standing in the water and keeping the fire button going as if that snakey icon was a dustbin lid. Your snake will be sucked in and the message "Warp to level 3" should appear. To go from level three to five, collect the clockwork key icon which enables you to jump to the dustbin lid nearest the highest food dispenser. That gets you to level five, pronto.

SNOW BROS JR
Game Boy
Leap stages by simply holding down Up, Select and B and pressing Start while you're on the title screen, then push Up or Down to choose your starting stage.

SOKOBAN
Game Gear
Code crazy? Try these: 5 THBEDW, 10 THESUN, 15 MEEODAH, 20 MERCURY, 25 VEKBB, 30 VENUS, 35, EAOFQ, 40 EARTH, 45 THBYJAB, 50 THE MARS. Also THCMYPQ, TTNXIZA, MWGNCZG, VEZUQ THBKJC, VEKID, THBEPGH and, last of all, EMAEP.

SOLAR JET-MAN
NES
To start off on planet 14 with oodles of sponduliks, use this password: ZHHZQQQQNNNN. For some of the levels try these: DNBXPBHBRXHB, DLDPDKKBGLHB, DNDGPHHBRXHB, DMGZNDKBGLHB, DQGHQBBBRQHB. And there's a secret planet too! Password: DDHVBQBBGDHB. Enjoy, earthling.

SOLOMON'S KEY
NES
Level three, right? Stuck as an elephant up a gum tree, right? Well, we can't help you with that, but if you want an extra life, create a block in the top right-hand corner and then destroy it again for an extra life.

SOLSTICE
NES
Get infinite wizards and potions through the simple expedient of putting in this little code. Select to go to the sub-screen and then whack this in: B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, B, Start, Start, B, B, Start, B, Start. The screen should flash if the cheat has taken hold. During your subsequent games, all you have to do is press Select to get your lives and potions renewed with vigour.

SONIC THE HEDGEHOG
Mega Drive
When Sonic has ploughed through the Green Hill Zone and killed Dr Eggman, hold down A, B, and C together and keep it that way for the whole of the ending. Sonic does something different to his usual for the last bit. Also here's a way of getting into the bizarre but entertaining Debug screen which also renders Sonic immune. On the title screen, press Up, C, Down, C, Left, C, Right, C. Then press Start until Sonic himself appears. If nothing but a jumble of letters and numbers appears in the score, the cheat has worked and you can press B to get into De-bug mode. A changes the character and C puts it into the game. (Only works on early versions of the game.)

STORMLORD
NES
For an extra man, pause the game and then it's a case of A, A, A, A, C, C, B, B, B, C, A (at any time). To add extra time, pause again and then B, A, A, A, C, Up, Up, Up, A, A, A. To skip a level, press C, B, B, B, A, A, A, A, C, C, A, A, A, A. You can go all the way to the last level on this basis.



STREETS OF RAGE
Mega Drive
Have all your credits gone, but you want to carry on? Well, just hit Left, Left, B, B, B, C, C, C and Start just as soon as the Game Over screen appears.

STRIDER
Mega Drive
Hold Down, A,C,B,C, and A and get extra continues.

STRIDER
NES
These codes allow you to begin at any point of this Nintendo classic. To start with Kazakh, Egypt, Australia, Slide, Aqua, Boots, Data File 1 & 2 and key 1, use the password BCJB JBNB NBIB. To start with all of the above, plus Fire and Key 2, use the password CEOC KCOC OCMC. To add Japan, China, the Plasma Arrow, the Magnet Boots, Medical (10), Spark, Jump and Data File 3 and 4, use HLDJ DIGH GHGH. For that lot plus Key 4, use HLEJ DIGH GHHH. For all of the above plus Africa, the Attack Boots, Warp, Ground, Medical (25), Data Fire 5 & 6 and Key Three, use the password: OFNA MPNK NGMO. To begin with all of the above plus Los Angeles, the Spark Ball and Key 5, use: BJAP PEAN ANOB.

SUPERCARS 2
Amiga
Type WONDERLAND as player one's name for auto-qualification and player two's as THE SEER for all the weapons and extras you may ever need.

SUPER CASTLEVANIA IV
Super NES
If you can be bothered to do it, jump up and down on a treasure chest on level nine 255 times to get yourself a free pork chop (yummy yummy yum yum). Alternatively, here's a dead useful password to get straight to Dracula himself (oooh). First line/first box: heart; second line/first box: ax; second line/second box: water; second line/fourth box: heart; third line /box: water; fourth line/third box: ax.



SUPER EARTH DEFENCE FORCE

Super NES

Invincibility comes with the pushing of Start during gameplay, which pauses the game, then pressing ABXY on the top of the controller, Left and Right and then Up, Down, Left, Right on the pad. Do this at the beginning of each stage.

SUPER GHOULS 'N' GHOSTS

Super NES

For a stage select and a sound test screen, move to Exit, press L and Start at the same time, and then Start on controller 1.

SUPER HANG-ON

Mega Drive

Press A, B, and C on the tile screen to change the time limits and the difficulty.

SUPER MARIOLAND

Game Boy

If you want to know where all the bonus rooms are, look no further – simply follow these directions.
World 1-1: Pipes 3 and 6.
World1-3: Pipe 9.
World 2-1: First and Last.
World 2-2: First and Last.
World 3-1: First and Last.
World 3-2: Pipe 7.
World 3-3: Pipe 4.
World 4-1: Pipes 1 and 34.
World 4-2: Pipes 2 and 12.

SUPER MONACO GP

Mega Drive

Passwords to invincibility!
Round 5: West Germany
0ME4 BD22 1000 T200
000G RH23 4567 89AB
0CDE F000 0000 0080
0000 0000 4100 DD6C
Round 10: Portugal
0AUL P082 1000 HM00
000H 0013 4L67 89AB
CHDE FG00 0000 0001
0000 0000 9200 02BB
Round 12: Mexico
057T SUB2 1000 JO00
000H 00013 4L67 89AB
CHDE FG10 0000 0001
0000 0000 B200 AA0E
Final Round: Monaco
00L7 40D6 3000 8P00





000H 0013 4L67 89AB
CHDE FW99 0001 0001
0000 0000 F200 C97A

Lastly, if you want to see yourself holding your head aloft instead of the championship trophy, press and hold down A and B after you've crossed the finish line, but only in wet conditions, mind!

SUPER SMASH TV

Super NES

On the one or two player screen, press Left, Right, Left, Left, Right for a sound test. Press Start to exit. On the same screen by pressing Down, Left, Right, Up you enter a screen where you can determine the number of lives (up to seven) and the number of continues (also seven) you have at the beginning of the game.

SUPER SPRINT

NES

There is a way, we are told, of adding two to three laps every time you complete a lap. Just as you come up to the end of a lap, turn on the slo-mo button (or press Start repeatedly and rapidly), then every time you cross the line the game pauses and unpauses itself and an extra lap is added. Depending on how fast you're going, you can add up to three laps this way. Furthermore, if you keep the slo-mo running, the game may just continue to add laps even after you've finished. What's more, this trick allows you to pick up the wrenches and the power-ups from the track.

SUPER TENNIS

Super NES

A password to take you to meet the awesome Don J – an oponent of incredible skill who lives on a secret island not displayed on the world map: K8XD3HR FTLWJPC DJSTK8X D3HRFTL
2GNYBQ1 4065C6P WJPPDLW 1RK
There is also a code to enter the secret tournament, called the Exhibition, which you are not supposed to be eligible for until you've beaten everything in sight and are seeded at number one. Here it is: PC2GNYB Q14065C
TLWJPC2 GNYBQ14
6PDJSTK 8XD3HRF
065QJNM FTW
Lastly, and for those of you who hanker for a different tune to play to L five times, X and R seven times and then X will grant your heart's desire.

SUPER THUNDER BLADE

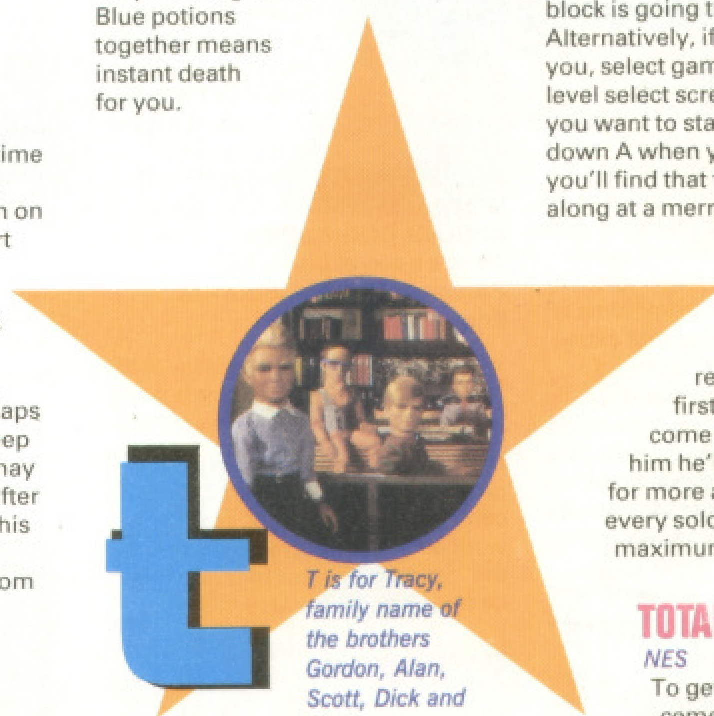
Mega Drive

Avoid that troublesome enemy fire by setting the difficulty level on the option screen to hard. Start and then position your 'chopper' up in the upper left or right-hand corner, and hey presto! – in levels 1, 2 and 3 none of the enemy fire will hit you at all.

SWORD OF SODAN

Mega Drive

Get a high score and enter your name as HINANP:), now use the Start on a controller in port two to skip levels. Alternatively, use these potion combinations to thwart your enemies. One Orange, one Red for a Flame Sword; Purple, Blue and Orange gives you a Super Zapp that kills everything on the screen. Forewarned is forearmed (or something), so avoid Blue and Orange together – it saps your strength. Red, Purple Orange and Blue potions together means instant death for you.



T is for Tracy, family name of the brothers Gordon, Alan, Scott, Dick and Virgil.

TEDDY BOY

Master System

Go to the option screen and hit Up, Down, left and Right. Repeat. The fire/ on off toggle determines whether or not the floor will give way at a later date. When you die (as you inevitably will), simply go back to Option and hit Continue, B, and Yes

TEENAGE MUTANT HERO TURTLES

Game Boy

A whole tureen full of turtles and a level selector to boot come with this handy tip. On the title screen, press B, A, B, A, UP, Down, B, A, Left, Right, B, A, and then Start.



TENNIS

Game Boy

Win points by waiting until the ball is too high to return and pressing A or B, allowing you to position your man under the ball, when it falls out of the sky and hits him on the head, you win the point.

TETRIS

Game Boy

Neat cheat for a smart cart. When paused, the next block counter is wiped out. To see what the next block is going to be, hit Select twice. Alternatively, if it's all a bit slow for you, select game A and go to the level select screen, move to the level you want to start on and then hold down A when you press start and you'll find that things start to clip along at a merry old pace.

TOTALLY RAD

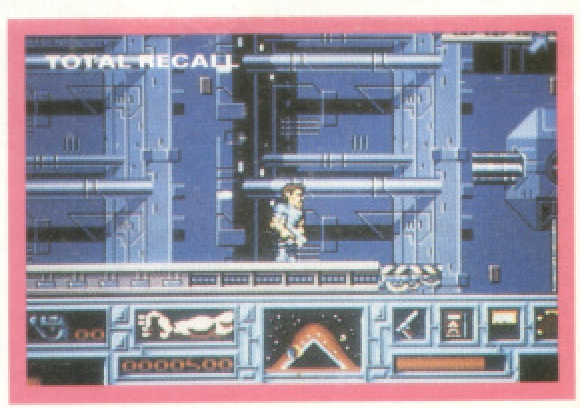
NES

Loads of lives by repeatedly killing the first green soldier you come across – if you fight him he'll keep coming back for more and you get a life for every soldier you kill up to a maximum of 13.

TOTAL RECALL

NES

To get past the boss of the cement factory in level



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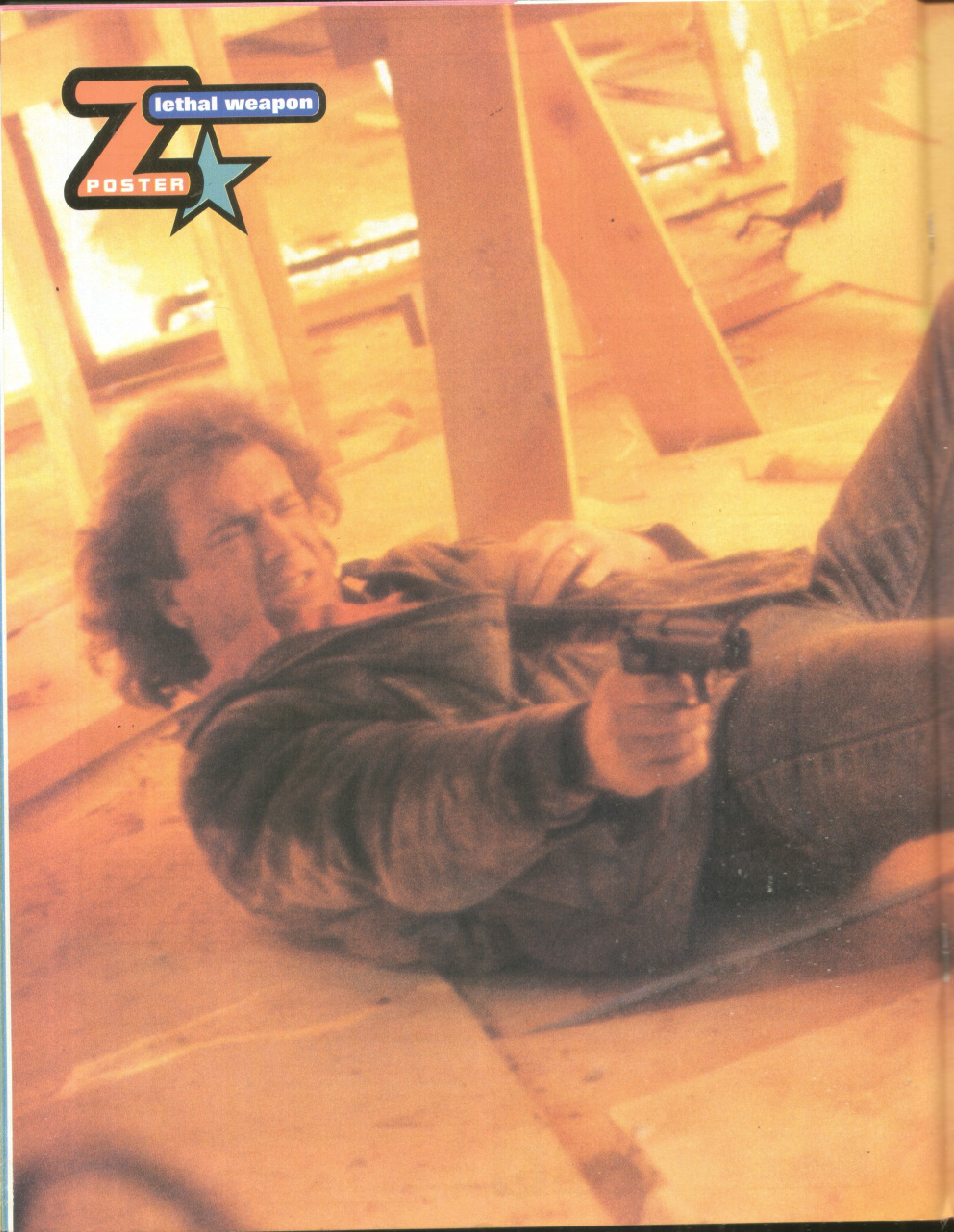
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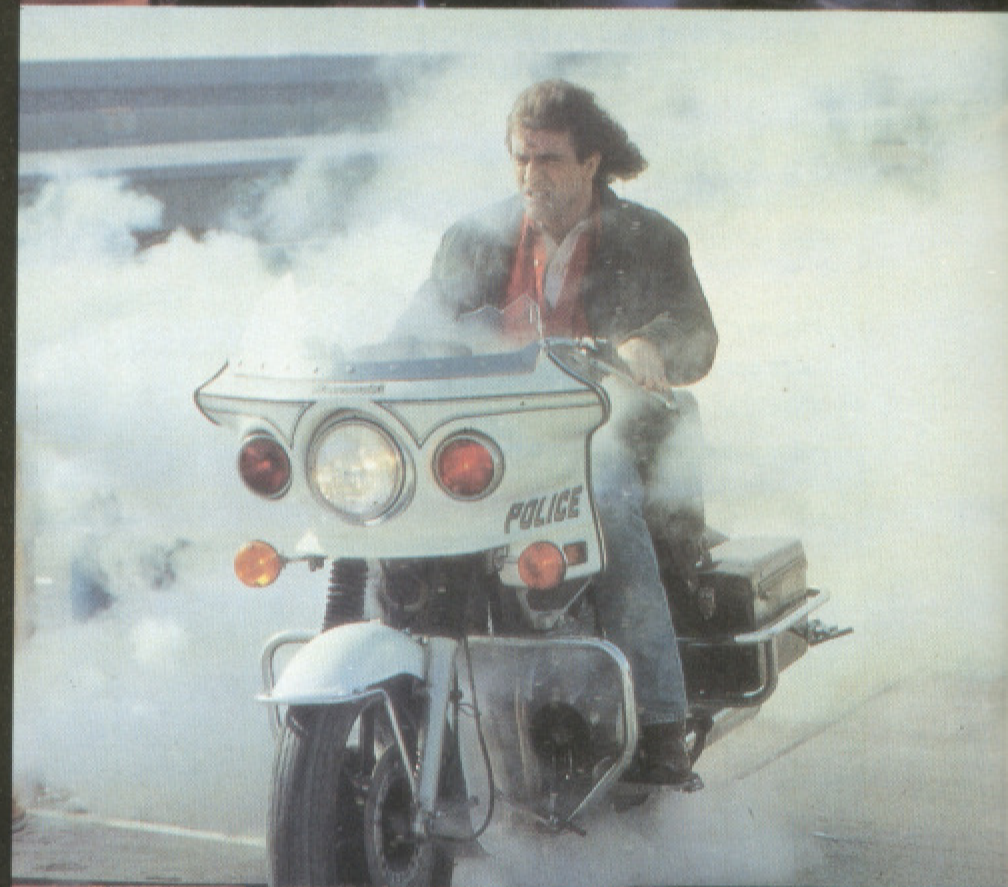
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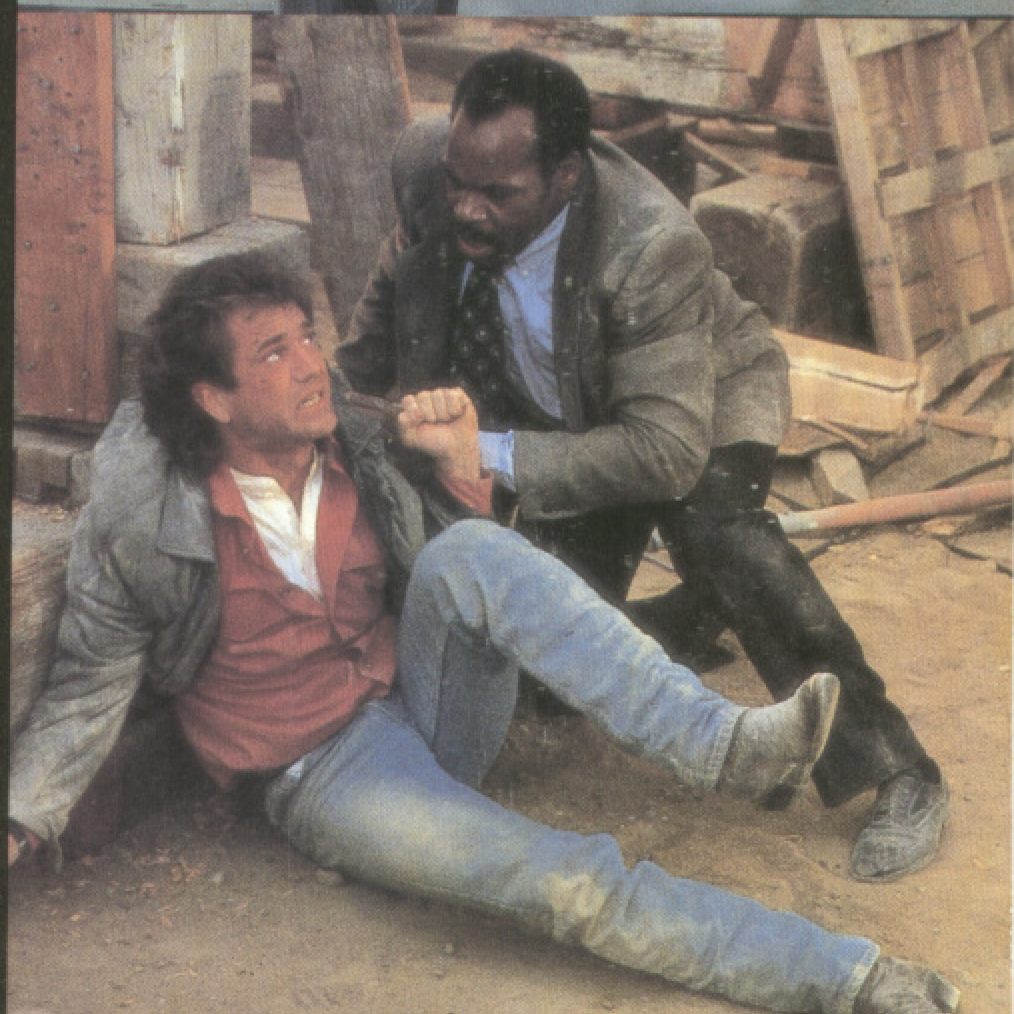
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(L) Sky with two claret hoops 70's style
(R) Claret + Blue 70's style with Hammers badge



(L) **QPR** Blue + white hoops with embroidered logo
(R) **Crystal Palace** with diagonal stripe + sewn on club badge



Middlesbrough
(L) 70's style home with white hoop + logo (R) 70's style away with embroidered logo



Ipswich
(L) 50's style Blue + white with club badge (R) 70's style blue with club badge



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(L) **Brasil** in Yellow with green collar + cuffs
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(R) **Etienne** brightest Green with Red, White+Blue collar and cuffs.



(L) **AC** Red + Black stripes 70's style
(R) **Inter** Blue + Black stripes 70's style



(L) Red **Russian** shirt with CCCP letters on the chest. (R) Black Russian goalie as worn by Lev Yashin with CCCP on chest

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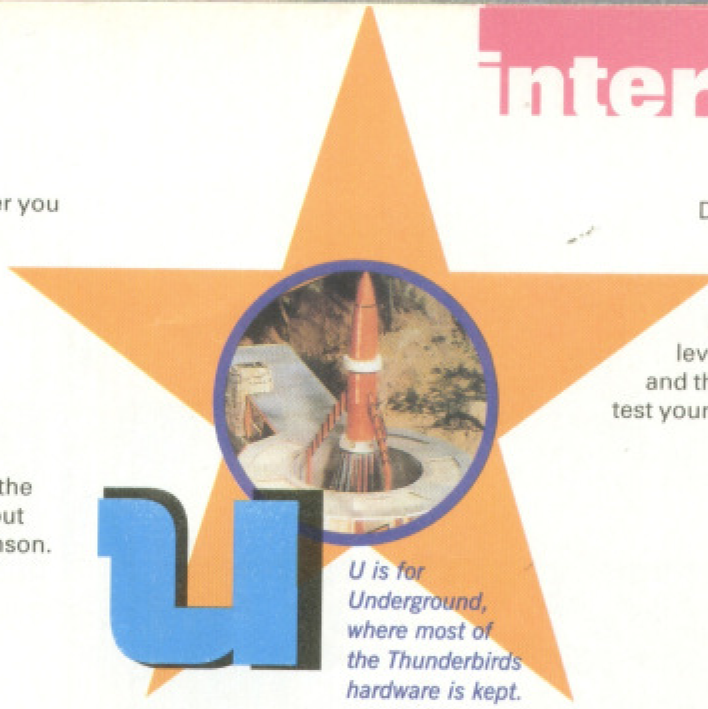
Lagancroft Ltd, First Floor, 24 York Place, Leeds LS1 2EY

five, duck the hat as it flies over you and then jump over the hat as it returns. On your way down from that athletic jump, shoot the geezer in the head. Tricksy, but possible.

TRACK AND FIELD 2

NES

Here's away to get through to the last day of the Olympiad without really trying, just like Ben Johnson.
US: 54HLPHJNI.
Soviet Union: 2MISPZJWS.
France: 5ZHDPZJ2S.
Great Britain: YAWWWHJ4S.

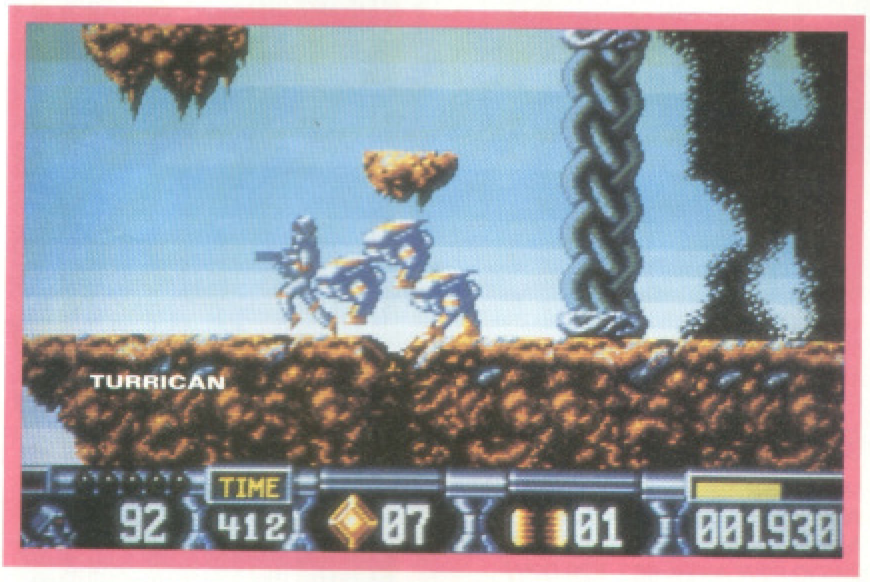


U is for Underground, where most of the Thunderbirds hardware is kept.

TRANSBOT

Mega Drive

Gain access to the ultra-secret command menu by holding down both buttons while turning on the power, then wait four or five seconds and there's the screen. To activate the option, hit your joypad in the following way: Up, Down, Down, Right four times and Left three times.



TURRICAN

Mega Drive

Speciality options galore by going to the option screen and then moving the cursor to exit. Then, while holding down Down on the pad, press A, B, B, A, B, A, A, B, A, A, B, A, A, to enable the selection of your start level and much, much more.

TYSON KO

Mega Drive

007 373 5963 takes you straight to the straight-talkin' champ for a bout of fisticuffs.



ULTIMA EXODUS

NES

If the only thing that's holding you back is the mystical armour, and you can't find it, then read on. You need the golden pick located in the first treasure chest on the left in the guild shop in the town of Dawn. Once that is in your hot and sweaties, get a ship to the small two-spaced island to the north-east of Exodus' castle – that's the one with the snake in the centre. See what happens when you get there.

ULTRAMAN

Super NES

For hidden options, press Start and select together on the title screen. Now you can change the difficulty and get a sound test.

UN SQUADRON

Super NES

If you're tired of this game because it's simply got too easy for you, find your way to the extra difficulty setting by following these simple moves. Plug in your second joypad and go to the option screen using the first joypad, and highlight Difficulty. On your second pad, hold down A and X. While you're doing this, change the difficulty level with the first pad and the new level, "Gamer, test your skills", will appear.



V is for Virgil, the classically-named super-stud of the secret Tracy island.

VALIS III

Mega Drive

To reveal various screens as well as the ending, hold A and C on the title screen and move the D-pad diagonally Up and Left. Press Start to choose screens. For level select, hold the D-pad up and hold down A and C while on the title screen. Press Start and wait for the black screen and it's hidden menu time.

VERYTEX

Mega Drive

Pause the game, hold A, B, and C and waggle the joypad. Unpause and Lo! – you have a shield. You can now repeat this wnen necessary, and at times, you get extra lives. So there!

VIGILANTE

NES

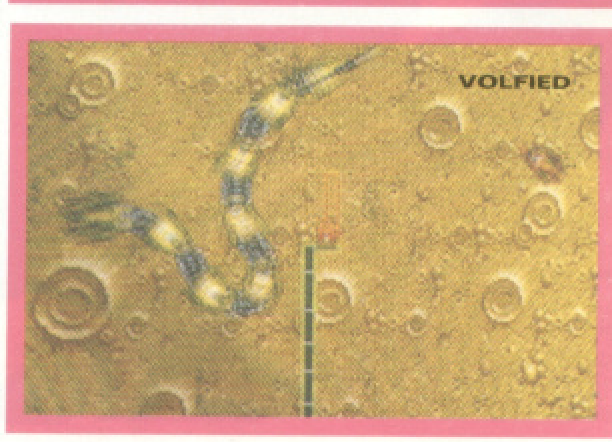
When the game is on the title screen, donk on Up, Left and both of the fire buttons. Now level choice is up to you.

VIKING CHILD

Lynx

Codes for leaping ahead to different levels.
Village Castle: OMEGAMAN.
Forest Mountain: PATRICIA.
Land Bridge Lake: RED-DWARF.
Labrynthy Mudflat Volcano: DEWSBURY.
Desert Pyramid: ISLAND.





VOLFIED

Mega Drive

If, for some reason, you want to get extra lives for the demo of the game, you can do it simply by increasing the number of lives on the option screen



W is for Wooden – an apt description of the acting in Thunderbirds.

WANDERERS FROM Y's

Super NES

This should create an invincible you. Begin and save a game. Now press Reset and wait for the American Sammy logo to complete itself. Now press Up, Down, Up, Down, Select and Start on controller 2 before the logo dosappears. Continue and then press Select to call up a sub-screen. Now press start on Controller 2 and, if all has gone well, the word Debug will appear next to your status reading.

WANTED

Master System

A level select for you geezers. Shoot the title screen with the fire button. Now,while pressing Pause, shoot either of the two exclamation marks that appear at the bottom-right of the screen. When the round selector appears, shoot the number of the round you want to be in.

WARRIOR OF ROME

Mega Drive

Here is a code for you to get straight to the final bit: GREBDQ3QNE.

WHIP RUSH

Mega Drive

Flame power-up? Just keep the A button pressed down while an end of level guardian is in the process of snuffing it. Then you get all these flames, but not for long.

WIZARDS AND WARRIORS

Game Boy

For extra lives, enter your name as HEART on the hiscore screen and cop for an extra half a dozen lives.



WHO FRAMED ROGER RABBIT?

Game Boy

Big bunny with an attitoood. Codes galore.
2: DLT3QYBY.
3: GPLDMSRC.
4: MMCFGWXJ.
5: BGQTVKJP.
6: RTJBWN43.

WONDERBOY

Game Gear

When the screen appears proclaiming Area 1, Round 1, hit Up on the pad and the area number changes miraculously.

WONDERBOY III

Mega Drive

WE5T ONE 0000 000, anyone? Alternatively, LIZC D6W EN7B PA9, FWOD F2W AYEK 6C2, E20 D2W B6EK 73U, THC3 YTW DE4U R5H, 9GC5 YHX XY4V TTH. Use these for oodles of weapons, cash and charms.



WONDERBOY



X is for XL-5 (Fireball, that is) – Gerry Anderson's prototype, big-headed puppet show.

XENON II

Amiga

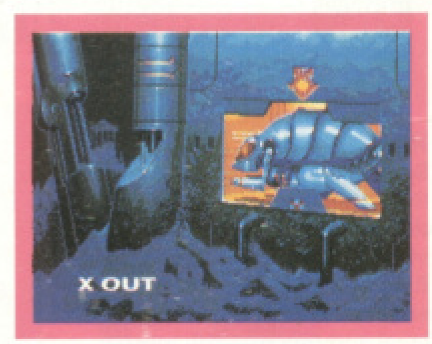
Pause the game and then type RUSSIAN AIR (with spaces). Unpause and now N magically teleports you through the levels.

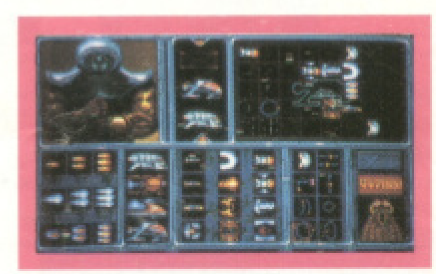


X-OUT

Amiga/ST

Buy the most expensive ship you can and then place it on the grid. Now select the cheapest satellite and place it on the money indicator. Now, by gum, you should have a cool half a million credits. Press the Escape key at any point to get to the next level.





X OUT

XYBOTS

ST/Amiga

Type ALF into the hiscore for infy energy.





Y

Y is for Yellow Eyes, like them what the Hood's got.

Y's Book 1 And 2

Master System

The Golden Vase is in the area around the lake near Minea – try the south-west corner. The Cape, on the other hand, is somewhere in Book 2 – go down the stairs after you've gone through the cave where you use the mist and you should notice an unusual blue area to the right of the stairs. You can go to that area and walk through the wall to find another hidden chest, and that's where the cape is!



Z

Z is for ziddly-a-ta-doo-ta-da-ta, the little known code word for access to Brains' boudoir.

ZILLION I

Master System

Stick a MAP command into a computer, go to room D3 and make sure that on no account you pick up any 'Opa-Opas' on the way. Fire at and hit the cylinder furthest to the right on the top level. Now an Opa-opa appears. Collect this and the power reading zooms to 720. Now the tricky part! Go half off the screen, but leave it so that you can still see the lift, go into the lift and let the yellow barrier bring your life levels down to 120. Now, QUICK, pull the joystick down and re-enter the room in which you started. Guess what? You're now invincible. Good, eh?

Z-OUT

Amiga

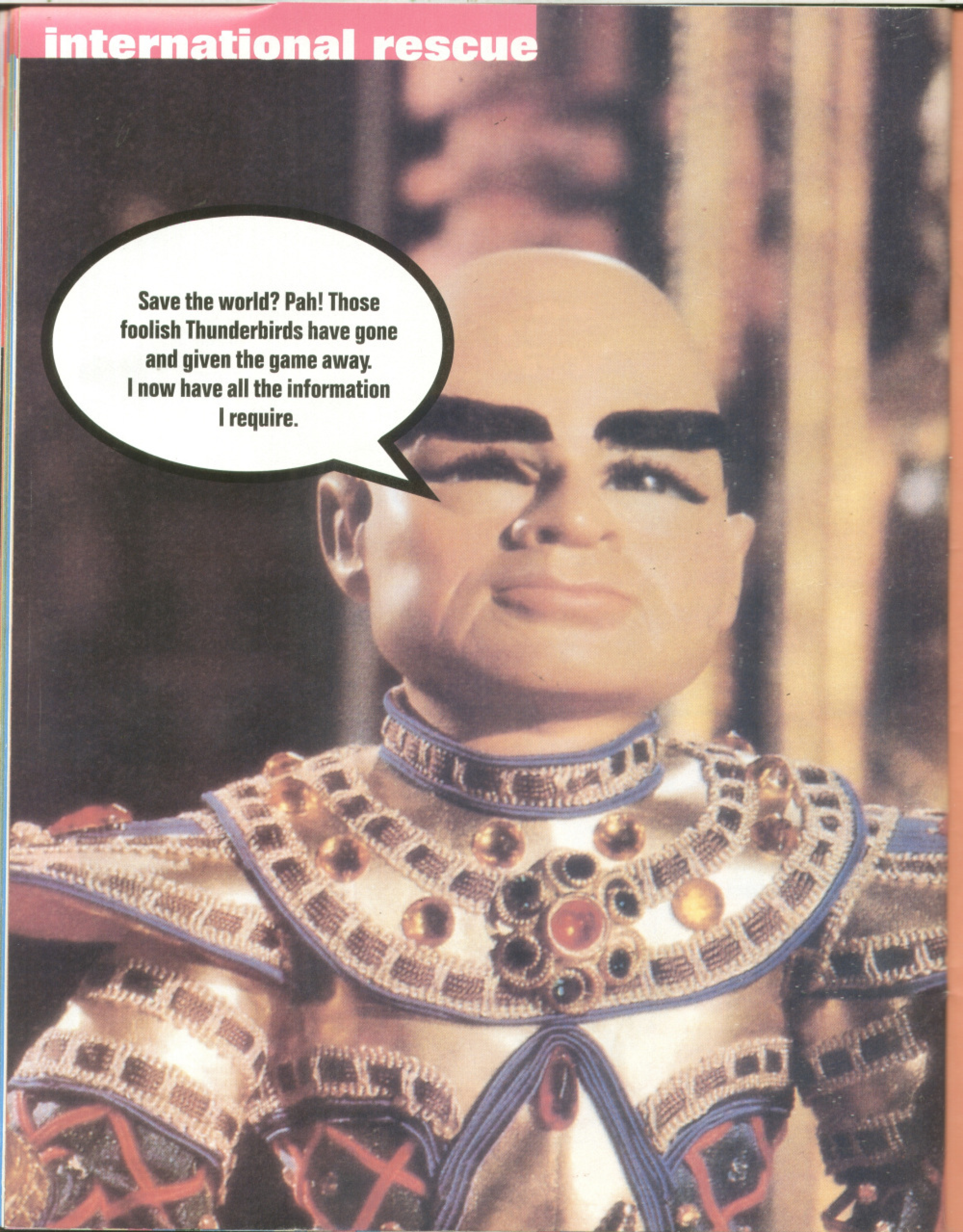
At any point in the game, hold down Shift, J and K for infinite lives.



ZOOM!

Mega Drive

On the player selection screen, press the following in sequence (but slowly mind, or the cheat just might not register): Up, Up, Down, Down, Left, Right, Left, Right, A and B. Perform this simple operation and you'll find a range of things including unlimited continues, music tests and demo play.


Save the world? Pah! Those foolish Thunderbirds have gone and given the game away. I now have all the information I require.

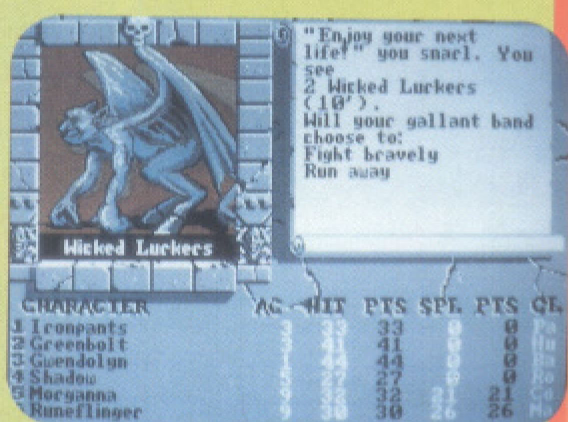
ADVENTURE TIP BITS



"We're off to see The Wizard, The Wonderful Wizard Of, er... Adventure Games, actually." Yes – it's follicle-face MIKE GERRARD, back again to solve this month's crop of questing queries. If you're stuck in a game or have a few tips to share, write in to: Mike 'Adventure Wizard' Gerrard, ZERO, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

SEX QUEST V

Let's start with a bit of sex – that always gets people reading. There are a few perverts on the loose in the new CD-Rom version of *King's Quest V*, according to JAMES 'THE DICTATOR' NORWOOD of TIBBERTON. In this version of Sierra's game he says they came across the following. "1) When we talked to the young prince who complains bitterly about his missing woman, he remarks that he will 'never find her shitting around here'. 2) When they are finally united, they run towards each other and she exclaims: 'Pervert!' What does she think he's going to do to her? 3) And finally, while approaching the herpes island, Cedric suggests to Graham that they should 'do it', and he readily agrees! Surely," says James, "there should be some sort of warning on the box about these atrocities?" Quite right too – if anyone finds any other pervy stuff in any adventures, let me know so that we can print it (just to warn the rest of the world about it).



MONKEYING AROUND



RAY HAYES of NOTTINGHAM has progressed to *Monkey Island II*, but says he can't dig up the grave because he hasn't got a spade. "Do I need one?" Nope Ray, you don't – you need a shovel! What's that? Where do you get a shovel? On Scabb Island you can take the shovel from the sign near the bridge. (A quick thanks to ALEX BARLEY of BEDFORDSHIRE for sending in a solution to *Le Chuck's Revenge*.)

PHILIP COLPEL of BRISTOL needs some help on *Monkey Island*. He can't find anything spiritual to give to the cannibals. If you go to the clearing in the jungle where you can pull the nose on the left totem pole, you'll then be able to go through the door and get an idol, which turns the cannibals into friendly natives. He also wants to know how to get the banana picker out of the hut. He'll find it gets a lot easier once he's turned the natives friendly.

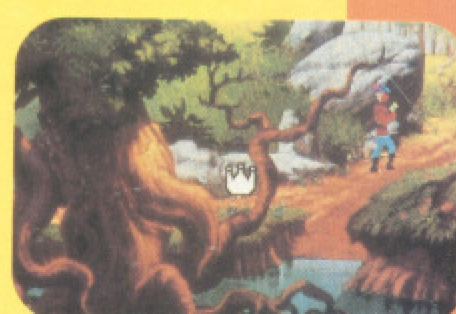


gold bard's

STEVEN WALKER of WAKEFIELD wrote to me at the start of the summer, when he was about to start a three-month break before going to university. Blimey! At ZERO you get about three minutes break before you start work on the next issue. (*Tell me about it. Ed.*) No wonder Steven's had time to come up with this cheat for *Bard's Tale II*, which he says is better than a similar one we printed in September '91 as it gets you more dosh and is quicker. This is what we want! So...

1] Get one of the mages to cast a wind warrior (WIWA) or something similar.

2] Go on a fighting rampage and get about 2,500 GPs (which is quicker in one of the dungeons and it gets you loads of experience points as well).



3] Pool the gold onto your special member (WIWA) and enter the Adventurers' Guild.

4] Remove your special member (which could be very painful indeed), but what you need to do is save that character with the gold, then add him again.

5] Put money in the bank then remove the special member again, or just pool it to one of the party.

6] Go to the Guild and add the saved special member again, who should still have 2,500 GPs and now one of the party does as well.

7] WIWA pools gold then is removed again with a total of 5,000 GPs.

8] Keep repeating this till you die of old age – each time you do it your gold is doubled.

9] Try and find a way of doing this in real life, and send it to me at the ZERO offices.

Due to the fact that his decorative skills are in great demand in all the country's prisons, TOBY FINLAY seemed ideal to review FTL's DUNGEON PLASTER. (That's DUNGEON MASTER. Ed.)

PEECEE

If your neighbour bought a spanking new black Countach, practised his handbrake turns outside your house in the middle of the night and you were able only to watch as chicks flocked to his motor while their dogs visited yours, then you'd be in much the same situation that PC and Amiga owners were in 1988. (*Eh? Ed.*) 'Course, they weren't worried about cars – it was a computer game, released to an unsuspecting public, that pissed off a nation of non-ST owners. The game was called *Dungeon Master*, and although it sparked off a thousand clones (*Eye Of The Beholder* et al) it was still a year and a half before Amigoids had their chance to play it. Now, thanks to an FTL/ Psygnosis venture, PC bods can finally get hold of a copy too.


Dank, dripping, dark and dangerous and that's just my bottom.

DUNGEON MASTER: Out Now from Psygnosis on PC, £34.99

dungeon master

THE PLAYING CISTERN

Well, it's pretty similar to most RPG's (they all copied it), so if you want to walk around you just click on the appropriate direction arrow in a most lovely left mouse button way. When you want to have a closer look at one of your characters' status and inventory, you simply click on her name at the top of the screen. I mean, you'd have to be George from *Rainbow* to faff that up. By the way, there aren't any toilets in *Dungeon Master* – it was just a ploy to ensure that lavatory fetishists would read my review.

SYSTEMS ANALYST

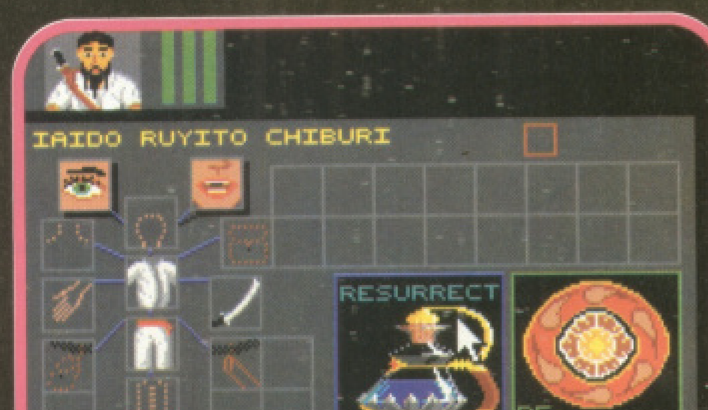
There are a great many things to consider when rating an RPG. There's the amount of involvement it generates for a start. Then you've got the user-friendliness of the system – it's all quite yawnworthy really, so I'll just tell you that *Dungeon Master* scores quite highly in both of these areas and the structure of the character management is such that... *snore... (Good grief. He's fallen asleep. Ed.)*

IS IT ANY GOOD THEN?

That's a bit of a stupid question. By its very nature, *DM* is rather skill, but it's no longer the skillest. Graphically and sonically it's an equal to the ST and Amiga versions. But with the likes of EA constantly striving to hammer *Dungeon Master* into non-excellence and coming very close to success, I don't really see the point in buying it.

It's been a long time since people were slobbering over this game. It will only really appeal to Countach-owning nostalgia freaks. Personally I'd get *Legend Of Darkmoon* instead.








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DAVID MCCANDLESS hates Carl Lewis, gets 'annoyed' when some spacker tells him Britain are good at rowing, thinks Ben Johnson probably took drugs to escape having to listen to Carl Lewis going on and on about God and detests everything the Olympics stands for [which, lets face it, is money]. The perfect person to appraise all the tie-in games, we thought.

WIN A GOLD

Here's your unique chance to win a limited edition US GOLD OLYMPIC BADGE. Pin it to your lapel, punch it into your ear lobe, hang it from your nostril in short the world's your oyster once you've laid your hands on one of these babies. So how can you get hold of this priceless fashion accessory? Well the first 100 correct replies to the question below will win – you guessed it – a US GOLD OLYMPIC BADGE.

Which one of the following athletes has never taken performance-enhancing drugs (oh not ever, so help me God):

A. Carl Lewis

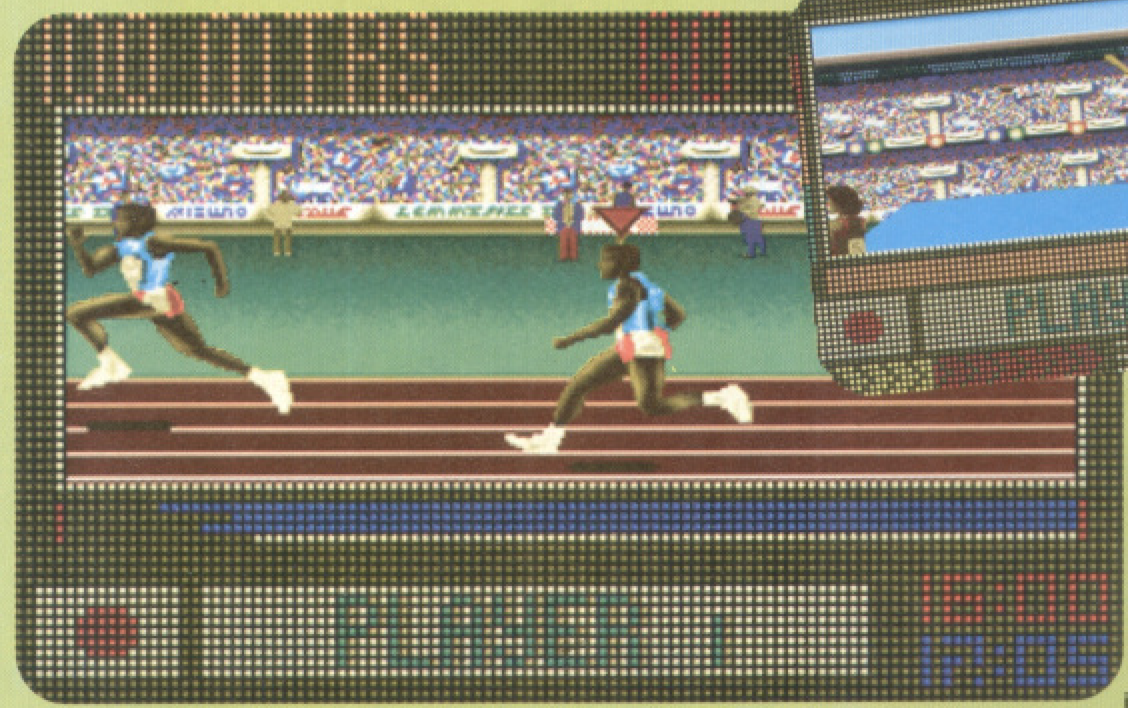
B. Ben Johnson

C. Ben Johnson

SEX & DRU

[& FINISHIN

CARL LEWIS CHALLENGE





Psygnosis/A, ST [£25.99], PC [£34.99]

Come on. Hands up who wants to be Carl Lewis? Hmm... just as I thought. Not a sod. And let's face it, who does want to be an annoying lanky, six foot too much, moralising American shoe advert? And who wants to play a game based on him? *(Er, we do. About A Thousand Readers.)* Okay. So if you wanted a game called *Carl Lewis™ Challenge*, it would probably feature Carl's favourite hobbies: 100m, 110m hurdles, javelin, long jump and, er... high jump (one of his least well-known past times).

It would feature the usual joystick-waggling tradition, but for those crap at waggles (ie nonces), there would be two other methods – Gearing (pounding the fire button) and Rhythm (swaying the joystick back and forth in a nonce-based ballet fashion). None of them would make the events any easier. The five events would need a combination of speed, timing and blind luck. For added depth you'd have a management sub-game. It would have you excercising and building up the stamina of your squad with all sorts of isotonic and isometric op-tions, but not a TAKE ILLEGAL DRUGS button. The managerial bit would also enable you to build up a superhuman squad of Carl Lewis™ lookalikes.

Once your squad was ninjafied, you'd be able to take them into the Games. And as this is Psygnosis, the graphics would be a beautiful affair. There'd be hundreds of frames of animation for running, realistically digitised from Carl's lankier moments – lovely trackside backgrounds, with athletes warming up and all sorts of frills complemented by sampled crowd cheers and gunshots.

But ultimately, the five events wouldn't be enough and, although you could have four players, none could race against each other. And the management side would not really add much to the game. And once the graphics and the presentation wore off, you'd be left very bored (and very sick of Carl Lewis™).



THE GAMES ESPAN

Ocean/A, ST [£29.99]

At first look, this seems the most promising of the bunch. No blatant sponsorship by a trite sports 'personality', a FREE data disk containing Norris McWhirter's brain for Olympic trivia fans, 30 events (mixing track and field, water sports, boxing, fencing, wrestling and judo), and an involving managerial side – a real Olympic simulator. Not! (© Wayne & Garth.)

Management comes first. Enter an office with a buxom wench doing the tradition buxom wench thing – typing. Click on her boobs to no effect. Click on a filing cabinet and an audience awaits you – it's your squad. Pick a team member who specialises in the event you want to play. Go to the weight-room and pump for a couple hours. Then send your squaddie out to the stadium. Now in the stadium.



LD MEDAL

Send your answer on a postcard or the back of an envelope with your name and address to LINFORD CHRISTIE – SMAAAART EH? COMPO, ZERO, 19 BOLSOVER STREET, LONDON, W1P 7HJ. All entries must cross the finishing line by 28th October 1992. The International Olympic Committee's (and the Ed's) decision is final. No employees of US Gold, Dennis Publishing or United Steriods may compete.



*Well, a copper badge actually.

UGS

ING TAPE)

MES 1992: ANA

9.99), PC (£34.99)

Choose an event for your athlete. And then pop out onto the stadium. So far so good.

This is where the game falls down. Well, drops down dead with a heart attack more like. The actual events are rubbish. Basic wagglers or joystick and fire button combos with poor graphics, awful animation, dire sound, massive disk-accessing and unspeakable playability. *(Not very good then, eh? Ed.)* After the national anthems and all the build-up, the events are limp. Not even a little shnogy cuteso bit of humour to resurrect them. Very poor and very boring.

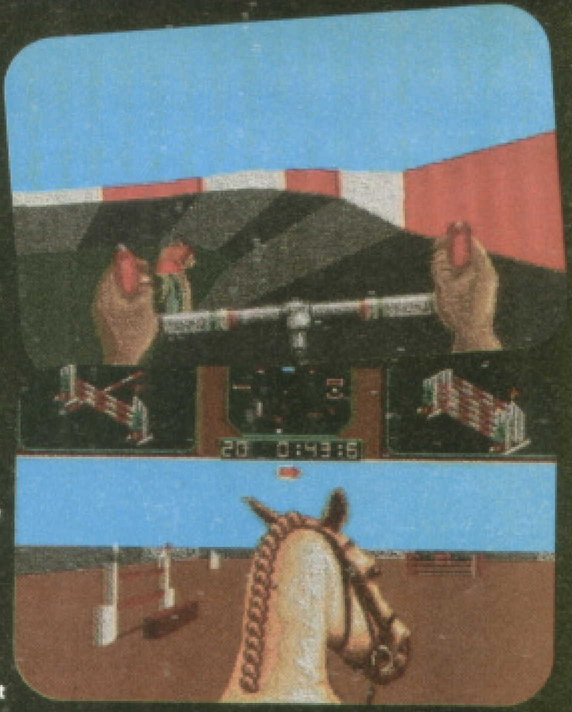


INTERNATIONAL SPORTS CHALLENGE



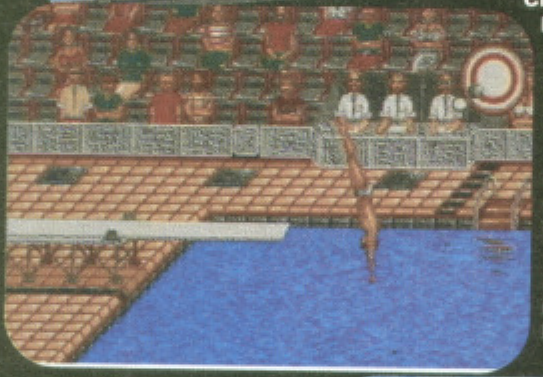
Empire/A, ST (£29.99), PC (£34.99)

At least these guys got it right. No goody-two-shoes American athlete cum social moralist here – just Linford Christie in all his glory on the front cover. Nice. And the events in this game are nice too, with a refreshing tang of originality, neat presentation and horses.



Yeah, horses. This is the only game to feature Black Beauty's ilk in an isometric 3D vector graphics equestrian adventure. Kitted out with a radar and a preview of what jump is next, you have to direct your wild stallion around a gymkhana nightmare. Dig in the spurs to make him speed up. Pull back the reins to slow down. Pity there's not a whip button. *(Steady on. Animal Activist Ed.)*





Sod the whip, there's a gun in the Shooting events – Clay, Skeet, Boar and Trap. At last – a fire button. In this event you get a lovely country backdrop, a large firearm and a cunning quantity of 'targets' which bullet (ho!) out in all directions from the 'houses' (as they're called). Use the mouse to target your ah... target and blam! Death to the UFO-shaped piece of flying crockery.

Mind you, flying crockery is what you'll be feeling like as you nancy-nonce above the pool in diving. All manner of aerial morris-dancer steps have to be performed before a grim set of judges. Innovatively enough, there's no joystick twisting in this – just following a ball around a circle to get the moves right.

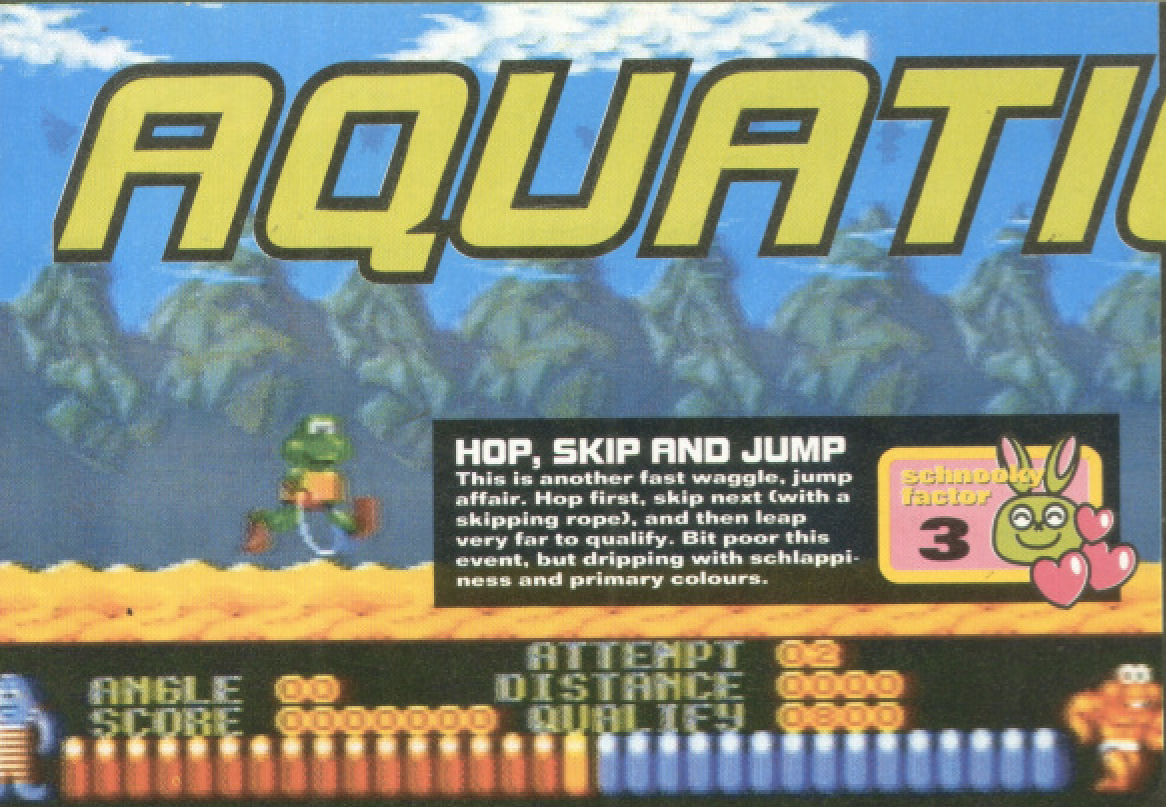
Then again, you'll have to get all your moves right in the Marathon. *(These links are beginning to bore me. Ed.)* You don't, of course, have to waggle for 26 miles, but you do have to monitor your runner's speed, rhythm and moisture level, as well as adapting his pace to suit the terrain. Um... and then there's cycling. Another vector adventure, this time in a 'pursuit bowl'. Good old fashioned waggling is needed for this one.



An adventurous array of events for up to four players, impressively implemented and not too easily mastered. It's backed up by good sound and okay to good graphics. But again, it has very little long-lasting appeal unless you're playing for money.



AQUATICS



HOP, SKIP AND JUMP

This is another fast waggle, jump affair. Hop first, skip next (with a skipping rope), and then leap very far to qualify. Bit poor this event, but dripping with schlappiness and primary colours.

schnooky factor 3

Electronic Arts/ Mega Drive, £34.99]

This is what we like – a bit of satire (sort of) in Olympic sims. Meet James Pond, your famous host for some alternative sports events. Meet your athletes – Scaley Thompson (groan), Steve Clam (wince), and Peter Halibut (puke) – who compete across eight gruelling events, testing your speed, agility, co-ordination and stomach in the face of such cuteso, shclappy, schnooky graphics.



THE BOUNCY CASTLE

Into a submarine cavern for formula sponge-jumping. Gain height by repeated bouncing, avoid hitting the stone floor and then perform all manner of somersaults, twists and flips with the joy-pad. Watch out for those bonuses at the top.

schnooky factor 5



KIPPER WATCHING

Seven snoozy seals sleeping in the sun-soaked sand. But some obnoxious beachgoers are blatantly bowling beach balls on their backs. The basts! *(Can we stop this alliteration please. Ed.)* Ceceelia the seal must stop her chums from being woken up by skilfully nose-butting the balls away. Two awoken seals and it's cutains for the cubs. At the end of the day this event is really pretty average and pretty easy too. The only real test is when the heavier, faster balls start popping up. Otherwise it's sealmple (ho, ho).

schnooky factor 5



100 METRE SPLASH

Chase F-Fortescue Frog across a perilous waterlogged track. Run too slow and you sink. Run too fast and you, er... win. Jump a bit en route to collect bonuses. It's a standard waggle 'em up, but my God you'll really want to beat the smug grin off that frog-git's face.

schnooky factor 6



TOUR DE GRASS

If I say, "Mark the shark on a unicycle race across an undulating landscape," then you should get the basic idea of this event. Except, rather trickily, you have to roll the control pad in a circular motion to keep Mark pedalling. And complete the course in 30 seconds. Plays and scrolls like *Sonic*.

schnooky factor 7



LEAP FROG

F-Fortescue the bloody frog again – still grinning that smug grin, still running that smug run, but this time having to jump a whole load of obstacles on the way. Well, a group of hurdles fiendishly formed by a group of electric eels, to be precise. But perhaps even more annoying than F-Fortescue is your opponent – a bloody flying fish.

schnooky factor 6



Time to play smiley-faced Freddie Starrfish (puke), whose hungry fish friends are cadging for sweets. You run along a small platform, dropping sweets to the fish below and then grabbing more bonbons from the sweet dispenser. It takes three sweets to satisfy the poissons for a while, but if they reach too high up, the evil fishermen lower their bait and hook the fishies. This is a fun race against the clock which gets incredibly frantic.

schnooky factor 7



This is fab. Six shells on the ceiling to be shot with limpets. Many limpets scuttling across the floor. Pond (for it is he) must jump on the edge of a limpet, flip it into the air, catch it and then shoot it at a shell. It's not as peasy as it sounds. Electric limpets (?) mix with the normal limpets – touch either and you'll be stunned for a few seconds. This is hard but fab – almost a cute little gamey-wamey on its own.

schnooky factor 6



The eight events are backed up with two tricky bonus events, if you're skill enough to amass the necessary bonus schnookies. These are yet another feature in what is, all in all, a bit a yum-yum. (Cutesie translation: yum yum = a good game.) It's very colourful, very tongue-in-cheek and gets very competitive when up to four people are playing. The well-balanced levels (some long, some short, some requiring speed, some timing) and awful puns make this a fab, unpretenchious (ho, ho) alternative to the other Olympic sims. And I'd say that James Pond is about six times better looking than Carl Lewis.

THE GAMES: WINTER CHALLENGE

Accolade/PC (£34.99), A, ST (£tba)

The luge, speed-skating, biathlon, slalom and ski-jump are a selection of events waiting for you to cock-up on in this 'out of season but nevertheless Olympic enough to review' sports sim. The icy downhiller's events (bobsled and luge) are fab, as you howl round corners and scream down the straights. The ski events are trickier – view from behind vector affairs, giving you a real sense of 'where the hell I am going?' as you crest a rise or charge down a slope. *Winter Challenge* has lots of 'nice bits'. An opening ceremony for example. Crap, admittedly but it adds to the atmosphere. It also has smooth vector graphics which adds a touch of realism. The whole thing is very polished. Unfor-tunately, it's not much fun competing against unseen nin-ja computer opponents, and apart from mastering the eight events there isn't really much here you couldn't improvise with a white Christmas, a dustbin lid and the steep slope of a motorway.







Accolade/Mega Drive, £34.99

Basically the same game as the PC version, but with an extra dose of playability. The multi-player mode is particularly smart on this format with up to 10 chums able to compete at any one time, choosing the nationality that takes their fancy and even the type of visage. You can also fix it so that you practice fiercely against your opponents characters whilst their backs are turned.

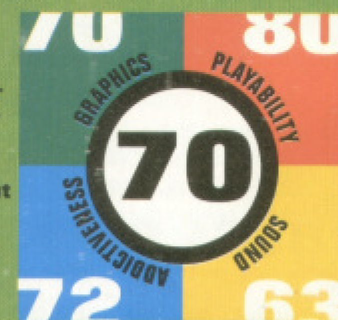




OLYMPIC GOLD

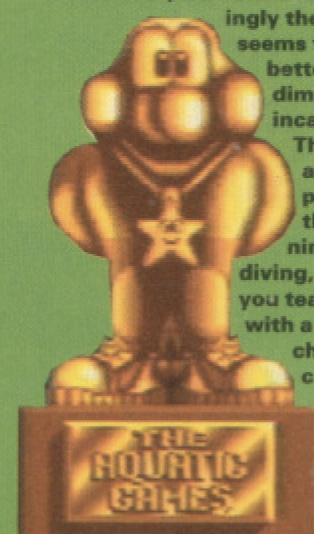
US Gold/Mega Drive

A strange selection of events in Sega's stab at the Olympics. The 100m and the evil 110m hurdles wagglers are here, along with hammer throwing, arch-ery, pole vault, diving and the 400m crawl. The archery's a laugh but the 400m is mainstream (ho, ho). It's well executed, but suffers badly from the 'can't race against another person at the same time' syndrome.

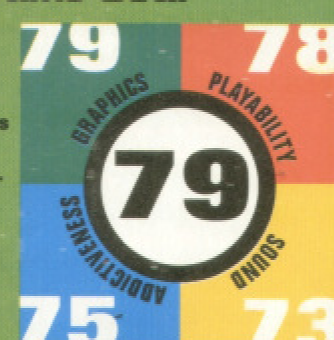


MasterSystem/Game Gear

These two versions (the Game Gear's is virtually identical to the Master System's) are basically the same game minus a few colours and sound effects. So the events are that bit less inviting. However, somewhat surprisingly the game seems to work better in its diminutive incarnation. The lack of animation plagues the running and diving, but if you team up with a few chums it could probably fill an afternoon.



MasterSystem

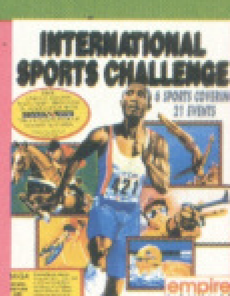


Game Gear

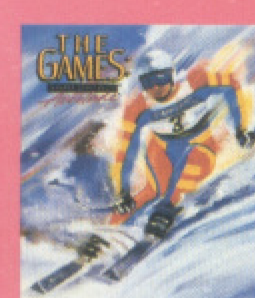


MEDAL TABLE

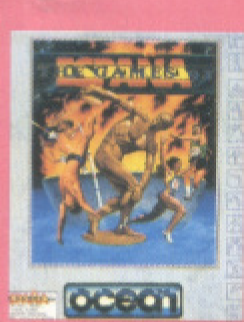
GOLD: Aquatics



SILVER: International Sporting Challenge



BRONZE: Winter Challenge



CLINGFILM: The Games 1992: España

Virgin go ga-ga

Part One

win!

Eat your heart's out, Messrs. Gaultier, Armani, and Byrite, just look at this chic jacket. It's hand-crafted from100% man-made fibres, lovingly coloured in navy blue, and comes complete with two sleeves each with an elasticated cuff. It also bears the *Immaculate Concepts* logo, the name Virgin is calling its new range of SEGA products. In fact the chaps are so proud of their jacket, so chuffed with all their new SEGA games, and so pleased as punch with their worldwide turnover of over $65 million in 1991, that Virgin is giving away heaps of *Immaculate Concepts* togs and a selection of games.

masses of prizes

5 lucky swine will be getting an Immaculate Concepts jacket plus the Virgin game of their choice.
5 jammy sods will receive an Immaculate Concepts T-shirt plus the Virgin game of their choice.
10 fortunate souls will bag the Virgin game of their choice.
1 Luckless old no-hoper will be lumbered with a Richard Branson novelty beard set and an Immaculate Concepts verruca sock.

So what's the catch?

The catch? No, we wouldn't do that, not us... well, apart from a little one anyway. Thing is, to get your prize you have to answer not only the following three questions but also three more which will appear in the next issue. Ring up the number below and, when asked, give the letter corresponding to the answer for each question. If your answers are correct you'll be given a secret password which you'll need to enter the second half of the compo, details of which are in next month's ZERO. So if you don't get a password you can always try again and, if you do, write it down and hide it. (Calls cost 36p/min cheap rate, 48p/min at all other times.)

questions

1. Virgin Supremo and People's Poet Richard Branson is a bit of a record breaker in his spare time. Which of the following attempts actually got him in the Guiness Book of Records?
a) The fastest consumption of a Cessna Light Aircraft.
b) The world's densest stool.
c) The first crossing of the Atlantic in a hot-air balloon.

2. What is the name of the recent Virgin release for the Mega Drive which featured a blood-thirsty full body contact sport played in the future?
a) European Club Soccer
b) Speedball 2
c) Hurrican Higgin's 'Stitch That' Snooker

3. In which of the following new technologies has Virgin Games invested an awful lot of dough?
a) The 8-track stereo cassette.
b) Boil in the bag meals for the smaller dog.
c) Multi-media systems backed up by CD Rom.



Look at all these titles you can choose from-

ESTEE PEECEE AMIGA

Dune
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Lure of the Temptress
Supremacy
Realms
Wonderland
Jimmy White's 'Whirlwind' Snooker
KGB
Rookies
Pool
Motorhead

MEGA DRIVE

Chuck Rock
Euroclub Soccer
Terminator
Corporation
Speedball 2

rules

- The Ed's word is final. Part One of the competition ends November 15, 1992.
- Employees of Virgin or Dennis Publishing who enter risk their lives.

0891 555517

MEGA DRIVE

XENON 2

Oh No! It's those Bitmap Brothers again. Now they've invaded the Mega Drive with their highly acclaimed shoot 'em up XENON 2. So we sent our top sharpshooter MOHAMMED AHMED into battle to witness the war of the Xenites.

Xenon 2 first appeared on the Amiga, and was hailed as a milestone in shoot 'em ups. With wonderful graphics and awesome sound, many thought it couldn't be surpassed for frenetic action and pace. Now, after all this time, the Mega Drive version is finally about to emerge.



At the shop (above), pick up essential weapons like the cannon (below).

THE TIME HAS COME

As soon as you press fire and your ship zooms into the first level, you notice the impressive-looking graphics. (*Well you would, wouldn't you? Ed.*) The game has an overall polished look, with no glitches in sight – something that we've come to take for granted from the Bitmap Bros. You get three level FULL screen parallax scrolling complimenting the action, giving a lovely depth to the game that is lacking from many other games of this genre. Each level has a different theme – ranging from the jellyfish level to the dinosaur level. The animation fits the game superbly, with creepy-crawly spiders and mini-dinosaurusrexes jumping abart the screen.



BOMBING THE BASS

The sound is absolutely spondalicious – these Xenites are real ravers. Apart from the sound effects there's a great Bomb The Bass soundtrack (does anyone remember *The Megablast*?) Well, the Mega Drive version gives us a nice rendition, although nowhere near as good as the excellent Amiga version.



MEGASTORE SHOPPING

When you kill aliens they usually leave you a bubble to collect. Weird as it may seem, the bubble is money. Half-way into each level you go into a shop and buy a host of weapons to aid you. You are greeted by an ugly-looking alien who mumbles at you, and can even offer advice (he cons you – the bast!). The weapons are brilliant – lasers, cannons, missiles and other power-ups to beef-up your ship. You can also buy Super Nashuan power, which gives you the whole lot – but only for ten seconds, during which you are indestructible. If you have enough money you can build an awesome ship.

PLAY FOR THE BEATBOX

So how does the Mega Drive version match up to the Amiga version? For starters it looks as though the graphics have been ported straight over from the Amiga – they look identical, bar a few colour differences. The sound effects are the same, but the music is nowhere near as good as the Amiga version. The beaty, meaty soundtrack is gone – it sounds like the beepy ST, rather than the more bassy Mega Drive.

Now for the real problem. The Amiga version gives your ship a slight imbalance for effect, and it works well. But the Mega Drive version goes overboard – your ship sways from side to side, causing you to crash into aliens, and the feel has been lost. This version is also much too easy. Despite the swaying of the ship, I finished the game (in Normal mode) after three plays. And the 'Hard' mode is only moderately difficult. It would have been better if they had left out the Continue option, but they haven't.

I wouldn't recommend anyone shelling out 40 sovs for a game you'll finish in a day (at the most). It's hardly value for money, is it?

XENON 2: Out in November from Virgin on Mega Drive, £tba

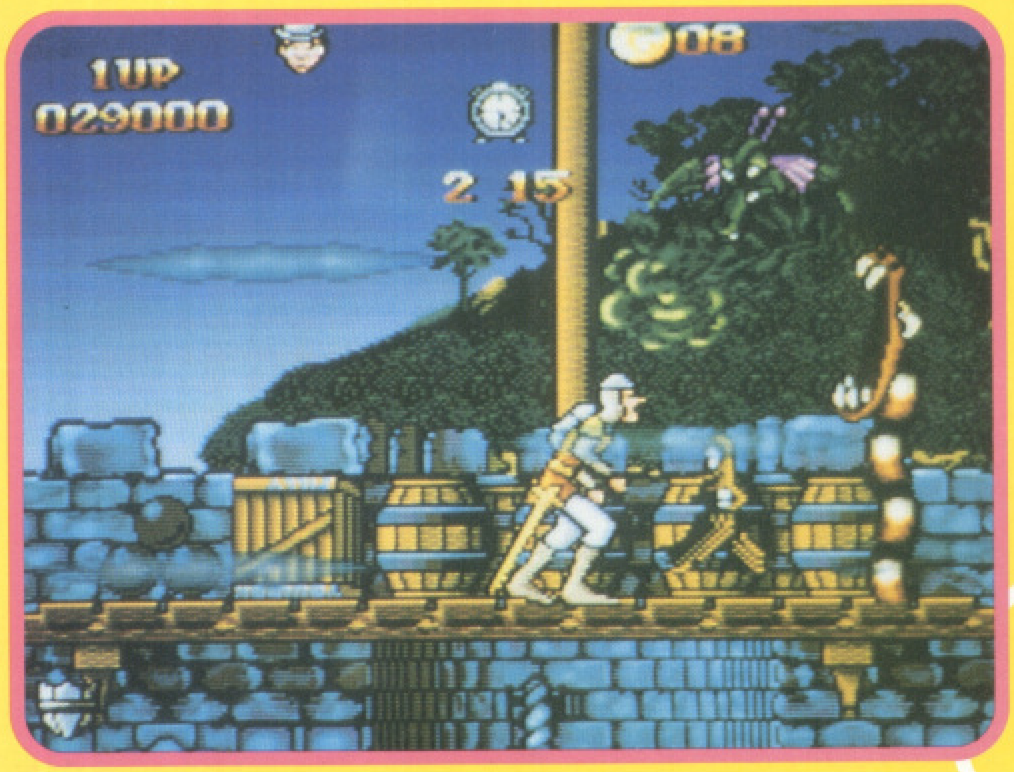
Graphics	Playability	Addictiveness	Sound	Overall
88	83	80	83	82



DRAGON'S LAIR

SUPER NES

"It's a bit rum," thought MICHAEL HORSHAM as he was winched slowly and carefully onto the magnificent white charger we'd got for him to ride, "and this armour's bleedin' heavy too. I wish I was back at home playing DRAGON'S LAIR, the newie from Elite for the Super NES."



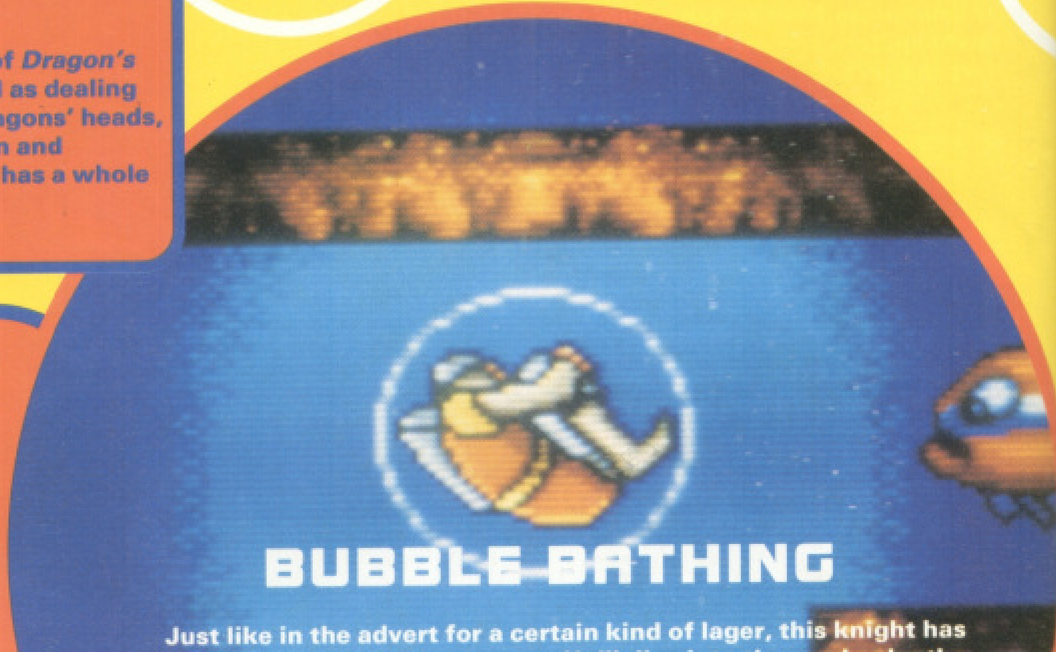
Picture the scene: a misty forest sometime before the dawn of civilisation, I'm riding Geoff, my trusty white steed down dell and up dale, all is quiet. Suddenly, I come across a small Nintendo machine embedded in a stone. I step up to the stone as the skies darken overhead and lightning flashes all around. The storm mounts as I climb onto the gnarled surface of the boulder. High above, branches clash while the springing wind lashes the driving rain into my eyes. Straddling the mighty granite block, I seize the Nintendo with gauntleted hands and heave with all my might. I cry into the teeth of the gale "Yea, so shall I free the beautiful Princess Daphne from the depths of Mordroc's Castle and find Singe, the dragon who guardeth the darky dungeon wherein she is kepteth. Oh yes, and call me Dirk from now on." With a quiet 'plop' the Nintendo is freed from the stone and the game begins.

DEJA VU?

Castlevania fans will find certain similarities in the scenario of *Dragon's Lair.* It involves moving through a castle for one thing, as well as dealing with assorted undesirables in the shape of dragons, floaty dragons' heads, various geeks and mutants like little sweepy-uppy broom-men and spiders. What's more, you control Dirk – a valiant knight who has a whole armoury of dofferent moves at his disposal.

MAZY PLATFORMS

One of the good things about *Dragon's Lair* is that it's a mazy kind of platformer which gives you options about just how hard you can make things for yourself. The earlier levels can be got through in a trice, but you might find that you have to go back to get the heavily-guarded extra lives. So if you want the confidence that a few lives under the belt can bring, you'll have to get around to tackling the tougher end of things eventually or, alternatively, die a multitude of terribly pansy-like deaths.



BUBBLE BATHING

Just like in the advert for a certain kind of lager, this knight has a liking for getting his kecks wet. He'll dive into the murky depths and swim at the drop of a steel helmet. But this time there are no bathing beauties or synchronised swimmers to tempt him – just a huge fish blowing dangerous bubbles at his strangely embryo-like form.

SMASH 'N' GRAB

In the course of your quest (to free the Princess Daphne, in case you've forgotten) you can collect a range of power-ups and weapons, as well as cash and extra lives. Any goodie you might collect during the course of your journey through the castle and its hidden dangers is obtained by smashing a beautiful, gleaming jewel to smithereens. Quite satisfying really, if you're in a 'breaking beautiful things' mood.

GET A LIFE

Extra lives are often hidden next to the more difficult parts of the levels. They're indistinguishable from any other kind of power-up –shields, coins or anything else – so it's as well to smash everything and see what you get. Tactics, huh?

CASH IN

Coins are golden and collecting 25 of the clinking, clanking little beauties will buy you into a mystery level, where all manner of goodies-within-jewels await you. You can pick up stuff such as throwing axes and more coinage, but you have to be fast – everything in *Dragon's Lair* is done to a time limit.

EXTRA TIME

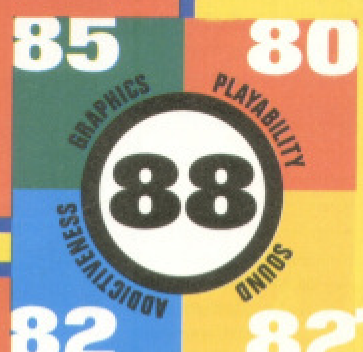
The time limit is never more in evidence than when the Baiter Dragons start to appear on a regular basis. Hang around in one place for too long and one of these vile, body-less, nasty green fanged and winged heads comes a-gunnin' for you. And each time it touches the body of Dirk, his energy level is depleted. Good job, then, that there's a way to gain some extra breathing space in a tight spot. You can buy yourself a little extra time on some levels by – surprise, surprise – smashing a jewel.

WHAT A MOVER

Animation in *Dragon's Lair* is pretty good, ackshully. The Bluth-style sprite leaps about like nobody's business. He'll dance over hot coals, taking huge, lunging swipes at the assorted baddies and generally being quite entertaining.



DRAGON'S LAIR: Out in November from Elite on Super NES, £44.99

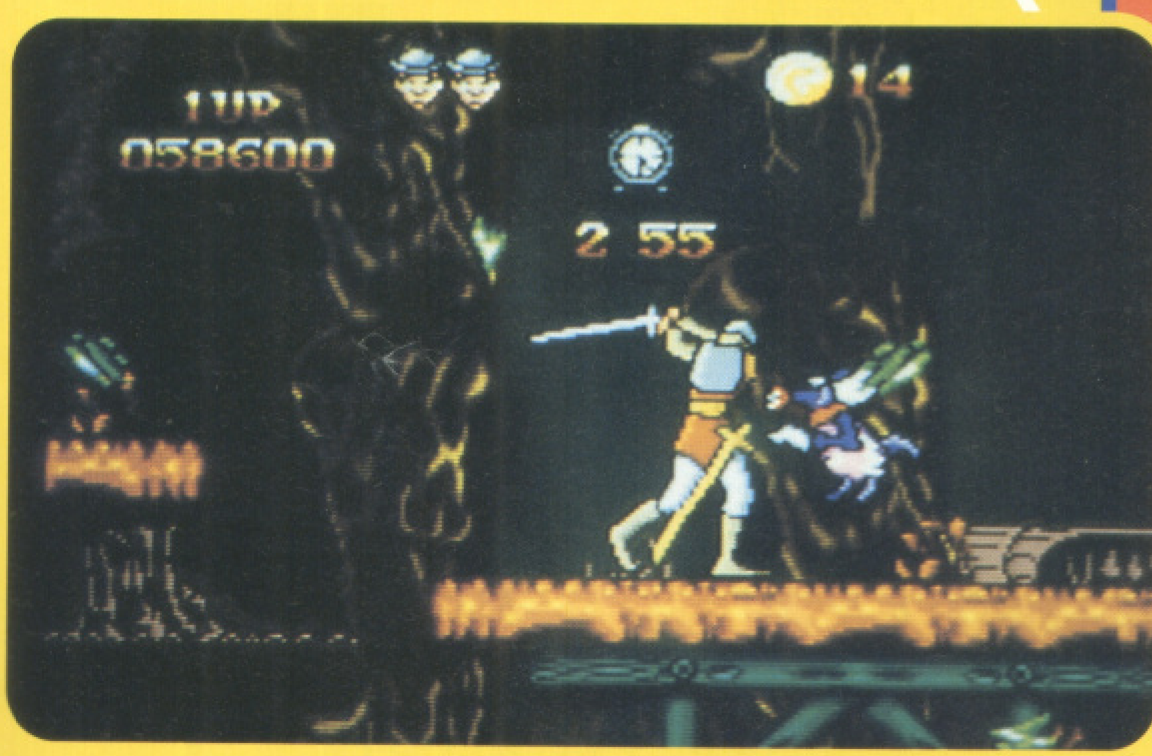


DIRK'S DIRK

Dirk the knight can jump and run, duck and cover, hurl daggers, climb ropes and slash away at things in a swashbuckling stylee with his big, two-handed sword. All well and good, but the version I played seemed a little wibbly on the collision-detection front. However, this little glitch is apparently being ironed out even as I write.

HARK!

Soundwise, *Dragon's Lair* has its fair share of rib-tickling samples, among the best of which are the assorted screams, squelches and gurgles that greet the ear opon the successful mashing of a foe.



GOOD, BAD OR FAIR?

On the whole, *Dragon's Lair* is a successful medieval platform stab 'em up with enough in the way of baddies and puzzles to keep you guessing and alert at the same time. The emphasis on the ticking clock certainly helps to keep the adrenaline flowing. As do the constant attentions of the Baiter Dragons, little spiders, giant snakes and all the other bad-assed muthas who try to stop you getting the Princess and your (ahem) just desserts. If there's one criticism I'd level, it's that it's not the most immediately playable of games, with slippery surfaces and a remarkably quick loss of energy should Dirk but graze any of the horrid enemies. But, having said that, it shouldn't prove horrendously hard for the thumby ones, or even those who merely dabble in the world of dragony platforms. In fact, Dragon's Lair is a pleasant mix of good, atmospheric graphics, cute sound and satisfyingly squelchy swordplay.

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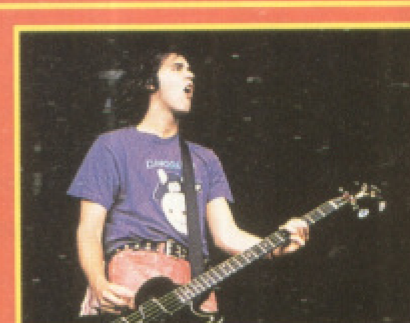


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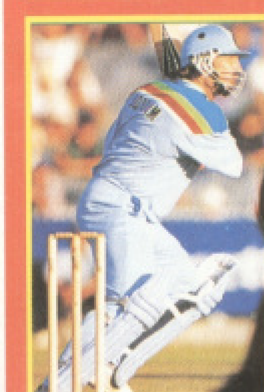
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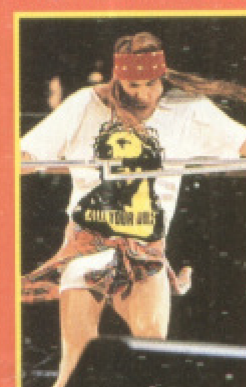




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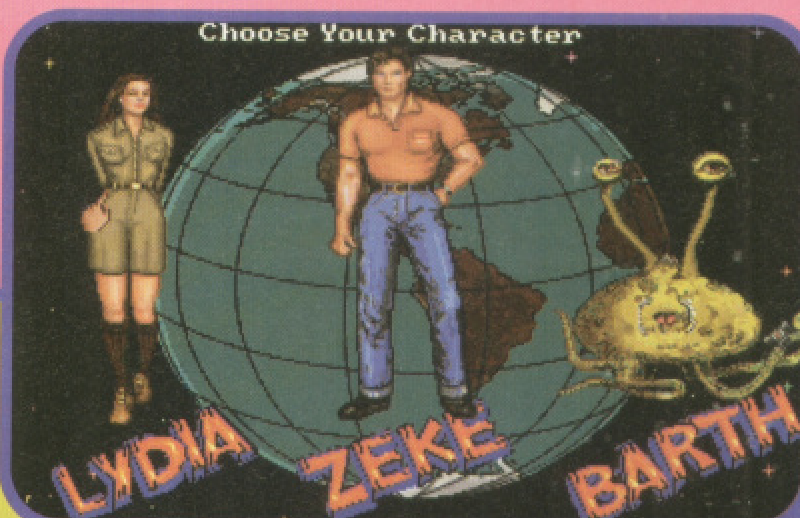
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leather goddesses of phobos 2

Leather: legitimate fashion material or barbaric use of a fellow mammal's body? PATRICK McCARTHY examines Activision's savage indictment of the skin trade, LEATHER GODDESSES OF PHOBOS 2.



It's Blind Date, LLGOP2 style. Well, who would you go for? Lovely Lydia, , Zeke the beeffhead or gorgeous, slimy Barth?

In *Leather Goddesses* you can choose which of three characters you want to play the game as: Lydia, the lovely disabled scientist's daughter (*I didn't think the scientist was that lovely. Ed.*) with the sexual behaviour patterns of a rutting moose; Barth, the interplanetary insurance salesman who's crashed his spaceship on Earth and has to repair it against all odds; or Zeke, the car mechanic with the heart of gold and the intelligence quotient of a small piece of cheese.

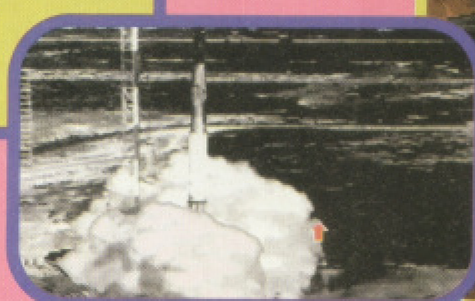
icon do anything

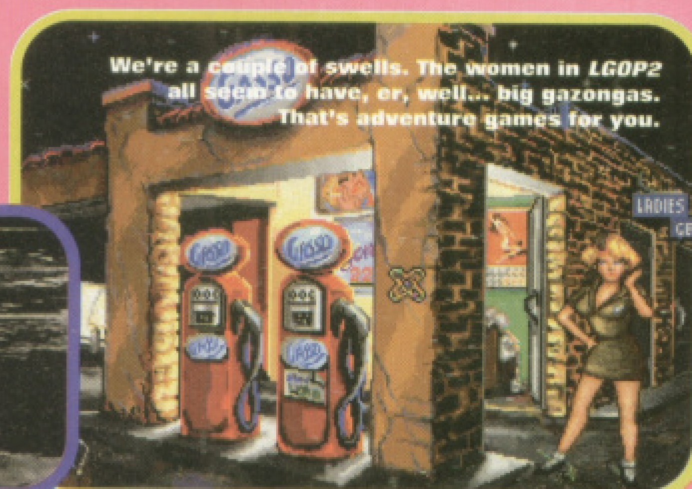
The game is viewed from a first person perspective and has an interface that's very easy to use. As you move the cursor around the screen it changes between a directional pointer for moving your character, a hand (or tentacle if you're playing as Barth) for interacting with objects, or a smiley mouth, for social intercourse.



Once you start chatting with somone, other icons appear onscreen. By clicking on these you can ask the character what they know about the subject represented by the icon. The screw icon (bottom) will make Lydia indulge in another type of intercourse.

Another gratuitous sex scene corrupts the minds of the nation's youth (below).





We're a couple of swells. The women in *LGOP2* all seem to have, er, well... big gazongas. That's adventure games for you.

PEECEE

LGOP2 is absolutely huge. It comes on 17 disks and takes up 15MB of hard disk space, and is also a bit steep at 50 quid. However, you get a "Lifesize Sound Enhancer" for your money which means you can listen to the digitised dialogue through an amp and loudspeakers even if you don't have a sound card. Although there are lots of warnings about its "naughtiness", it's not really any ruder than an episode of *Blue Peter*. (*Do you mean the TV show, or the snow-bound porno series? Ed.*) It has its good points: it's the first game for a long time that's made me laugh (intentionally, that is – many a crap game can make you weep with merriment) and that counts as A Good Thing. The spirit of '50s B movies is also caught well. But there's something that's just 'not quite there'.

LEATHER GODDESSES OF PHOBOS 2: Out now from Activision on PC, £49.99

so what's wrong with it then?

Well, say you go into a certain room and hang around, and someone else comes into the room and throws you out, you can go back in, repeat whatever you did and exactly the same things will happen. There's no development. Likewise, if you talk to a character, the same thing happens again and again (this is handy if you weren't paying attention the first time though). So overall it's not perfect, but it's quite good fun.

Graphics	Playability	Addictiveness	Sound	Overall
88	83	79	80	80

TURTLES IN TIME



DONATELLO
Our man Don is armed with a large rod (Oo-er. Cue Dominik Diamond joke.) Also, according to the song in the cartoon series, Don "does machines." (Cue another Dominik Diamond joke.) He wears girly pink.

DANIEL PEMBERTON is an ugly, horribly mutated monster. He's also a teenager, and a ninja in his spare time (or so he claims), so we gave the little pizza-fiend Konami's TEENAGE MUTANT NINJA TURTLES IV: TURTLES IN TIME to review. Well, we thought it made sense at the time.

SUPER NES

Mutant Turtles, eh? About a year ago every hip 10 year-old would have seen the film, bought the T-shirt and worn the jock-strap. But now not even Val 'Cardigan' Doonican would be seen dead in one. So why are Konami releasing *Turtles IV* on the Super NES? I'll tell you why – cos it's blimmin' smaaart! But why is it so blimmin' smaaart? Well, to find out you're just gonna have to read the rest of the review, aren't you?



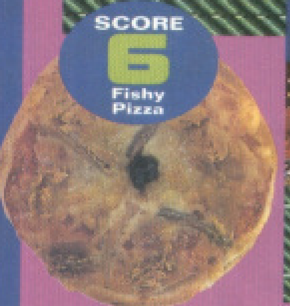
MUTT'S NUTS

PLACES TO GO THINGS TO SEE

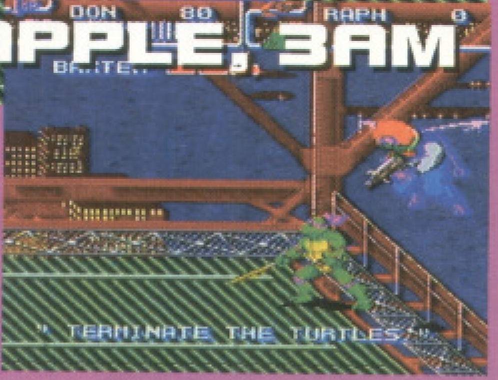
The mutated amphibians don't half get about! Here's a run-through of ALL THE LEVELS, with a pizza-related score for each one.



BIG APPLE, 3AM



SCORE 6 Fishy Pizza

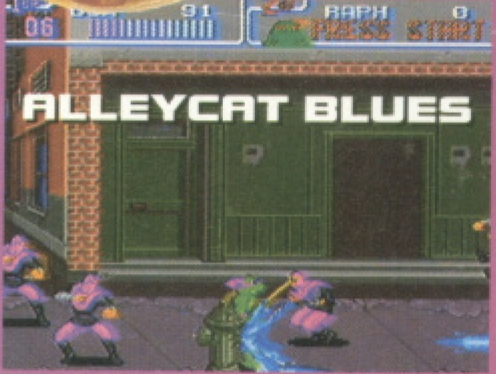


The first level is set on a construction site in New York. Not only do you have to contend with the likes of the common foot soldier, but also big construction balls which have a tendency to squash you if you're not careful. Scary! Krang also makes a guest appearance on this level, but he looks like a large hot air balloon. Oh dear.



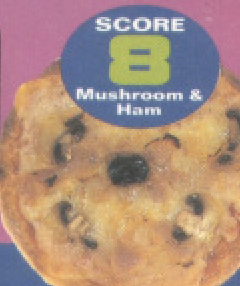
SCORE 7 Sweetcorn & Pork

This level is set on the backstreets. Fire hydrants come in handy for disposing of the enemy – with a skilful blow, water gushes out to knock down whoever's standing there. Look out for manholes.



ALLEYCAT BLUES

WHAT IS THE FOOT CLAN?
The whaaat?? Well, to those who don't know, The Foot Clan (often known as 'The Foot') isn't a gang of killer Hush Puppies, as you may think. They happen to be the nasty henchmen belonging to Shredder. (Boo, hiss!) Still, a couple of hits and they'll run away to their mummies crying. Nonces.



SCORE 8 Mushroom & Ham



SEWER SURFIN'



SCORE 9 Pineapple & Ham

Hurrah! This level is ultra smart and no mistake. It's one of those horizontally scrolling jobbies. You're on a skateboard-type thing and you've got to dodge assorted mines, big sharp gate things and, of course, The Foot. At the end there's a bast of a guardian.

Ooo! The big, scary Technodrome is the setting for this level. Among its assorted electronic gadgetry are lots of small, annoying robots which have an annoying habit of being small. They also like to whittle your energy away. Basts! The level also features a smart lift level and a nice *Oppo Wolf*-type thing (but this time you're the one getting shot at).

TECHNODROME







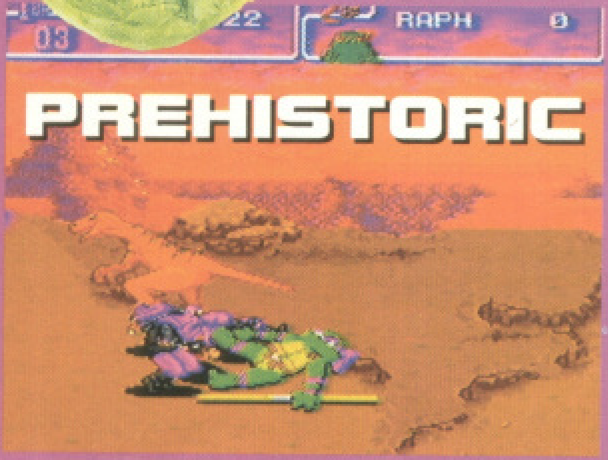
LEONARDO
Two big, pointy swords are what Leonardo likes to use. He's also the leader of the turtles and is very sensible. (So that means he's a bit of a boring sod really.) His colour is blue and his star sign is Aries.



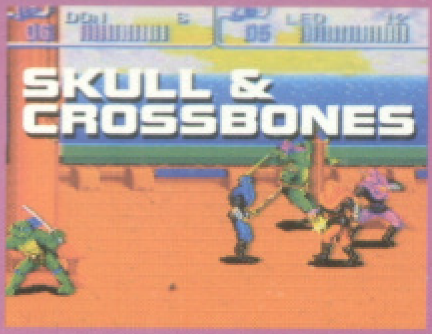
SCORE 4½ 3 Week Old Fish Pizza

That no-good Shredder has banished the turtles back in time and this time they've landed in 2,500,000,000 BC. Spoook! The main attractions on this level are probably the dinosaurs that come on the screen every so often and the wavy background. Big, fat hairy deal.

PREHISTORIC

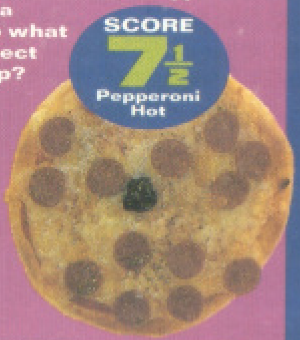


SKULL & CROSSBONES





Arghh! More 'back in time' japes. This time the green amphibians have landed in the year 1530 AD, and it's 'shiver me timbers'-type action aboard a pirate ship. So what would you expect on a pirate ship? Pirates? Yup, so would I, but no – its the dirty Foot once more. Cripes, they turn up more often than the letter 'Q' in *Scrabble*.



SCORE 7½ Pepperoni Hot



RAPHAEL
His favourite weapon rather resembles a large pair of kitchen forks and looks very good for poking people. Raph's fave colour is red. Apparently the game reckons that he's the "witty voice of the Turtles." Oh dear.

NEON NIGHT RIDERS





SCORE 9½ Spicy Pork & Chili

Smaaart! This level is totally and utterly fabbo. It's a kind of '*F-Zero* meets Turtles'-type thing. You're on another of your skateboard jobbies, except that this time it's a futuristic one. In fact, talking of futuristic, the year is now 2020! It's actually quite easy, with only a couple of somersaults and jumps needed, but it's still great fun.

BURY MY SHELL AT WOUNDED KNEE





SCORE 7 Sweetcorn & Pork

I haven't got a clue what the title means, but I do know that this level is set on a high-speed train in the year 1885. There are some nice touches, such as The Foot coming in on horseback or being 'disguised' as Mexicans. (Disguised – ha! They couldn't be any more obvious, even if they put a large neon sign above their heads, saying "I am a member of The Foot, please beat me up"). The guardian is a crocodile. *Why??!*

STARBASE



Yet more futuristic japes ahoy, only this time you're in the year 2100. As per usual, there are hoards of robots and things which like to electrocute you and do lots of other nasty things to you. And there are also these hexagon thingies halfway through the game which freeze you up. Then Krang appears at the very end of the level in his little spaceship – it's a real bast to hit, which makes him very hard to kill.



SCORE 6½ Extra Cheese & Tomato

FINAL SHELLSHOCK

The last level, and what a bast it is! Not only do you have to battle your way through the Technodrome, but you've also got to dispose of Shredder into the barg. What a nightmare!



SCORE 8 Spicy Pork & Peppers



MICHELANGELO
Anyone who has a large pair of nunchukas and wears the colour orange must be a right blimmin' wan... (*Snip. That's 'party dude'. Ed.*) and, by a strange coincidence, he is! (*A party dude, that is. Ed.*) Michelangelo is also one for wisecracks, just like his chum Raphael.

So whats the game like then? Well, in a nutshell, it's smaaart. The graphics and animation are excellent – its just like playing the cartoon (or the arcade). There are lots of nice little touches, like the way your turtle holds his foot after he's just been run over. The sound is excellent too, with lots of great samples, such as "Cowabunga" or "Pizza time", and there are options a-plenty. The game might be a bit easy for experienced players, but it's really good fun to come back to. Add to this the fact that there's a simultaneous two player mode in which you and a 'friend' can beat each other up, and you've got one of the best beat 'em ups around. Turtles may not be trendy anymore but don't let that put you off. This game is smaaaaaart!

Z

TEENAGE MUTANT HERO TURTLES IV: TURTLES IN TIME: Out in October from Konami on Super NES, £tba



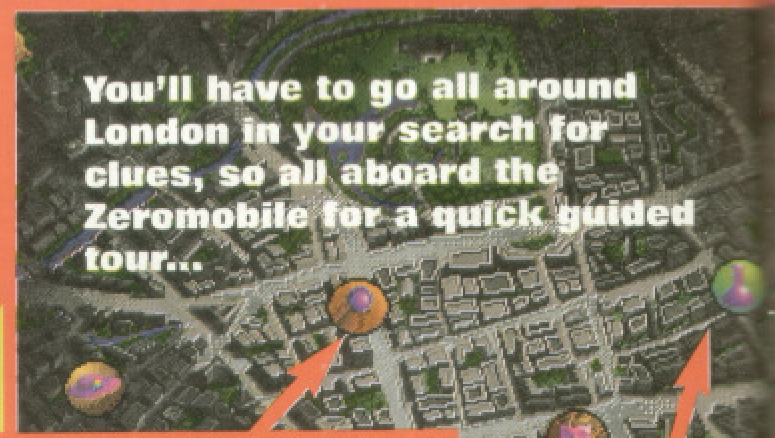
The Lost Files Of Sherlock

An inebriated TOBY FINLAY recently asked one of his male teachers t

PEECEE

Let's face it, with the exception of the wonderful *Monkey Island II* and *Indy IV*, most of the recent graphic adventures have been, not to put to fine a point on it, crap. Smart graphics, yes. Good gameplay, no. Quite a turn-up, then, that the first concerted effort that Electronic Arts takes to the old GA market (as we don't call it in the trade) should make all Sierra's offerings look like a pile of used Andrex.

Y'see, *Sherlock* (the game, not the geez) is a bit special. It has you as the 'tec of the title investigating, at the request of Scotland Yard, what initially appears to be the case of a woman who died due to a severe case of Jack The Ripper. However, as your investigation progresses, it becomes clear that the case isn't as open and shut as the filth profess and you end up trekking all over a London beautifully rendered in the now standard method of four billion hue scanned artwork.

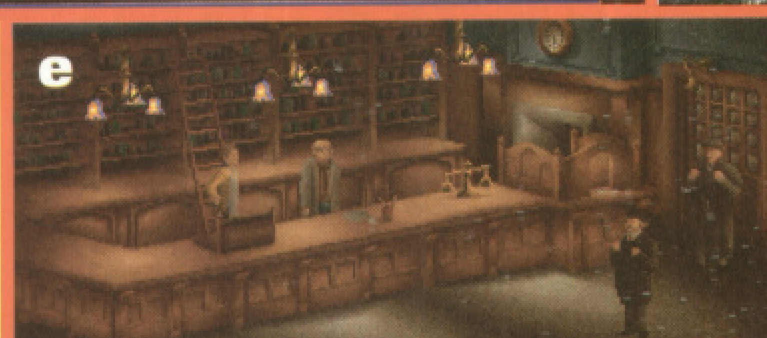


You'll have to go all around London in your search for clues, so all aboard the Zeromobile for a quick guided tour...

a



e



c





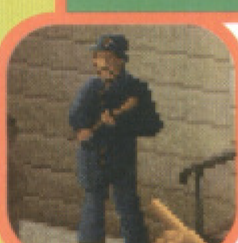
The Lost Characters Of Sherlock Holmes



Holmes - Greatest detective/drug-addict living at 221b Baker Street in the world. He has no dress sense and says really crap and pointless things like "Good day to you sir" a lot. To all intents and purposes, he's a bit of a poof, but he's also you, needless to say. (Although I just said it.)



Watson - The world's most prolific note-writer. (In fact, note-writing is all he seems to do.) Most of the time he just follows you around like a lost puppy, but there are a couple of times when he does actually come in useful. Watson's well-informed replies to Holmes' queries usually prompt an "Excellent! Just what I thought myself!" from the detective.



A Copper - It's a good old London copper and no mistake! Gor' blimey, guv, apples and pairs, what right royal diamonds those bobbies are, eh? Strike a light, the old Bow Street Runners – they're even nicer people than the old Queen Mum herself, every one of 'em. Gawd bless 'em... *(Shut up. Ed.)*



Lestrade - Supposedly the Yard's finest, he has the investigative prowess of a bottle of Toilet Duck. He's certain that Jack the Ripper's responsible, even though the murder wasn't committed in Whitechapel and the modus operandi doesn't fit. *(Well, if the modus operandi doesn't fit, don't wear it. Ed.)*

PhD Candidates Walk This Way

The main problem with detective games is that they're not taxing enough. Even if you're a bit of a plank, more often than not you'll be able to solve one because the game gives you clues on a silver platter. Not so with *Sherlock*. The clues are there alright, but the game won't interpret them for you – not all of the time anyway. There's a bit where you're at the scene of the crime and it is put to you that the murder victim was dragged from her room after the door was forced, and you're expected to counter this with a theory of your own. The thing is, the girl's hat was found in the alley backing onto the room. Since chicks of any class were expected to always wear a hat abart tarn, the presence of this garment proves that the crime actually took place outside in the alley and not in her room.

It's not that difficult, and because of the Lucasfilm-esque talk-tree system, even if you don't know what you're doing it's only a matter of time before you bungle your way through, but it's definitely a step in the right direction for the genre.

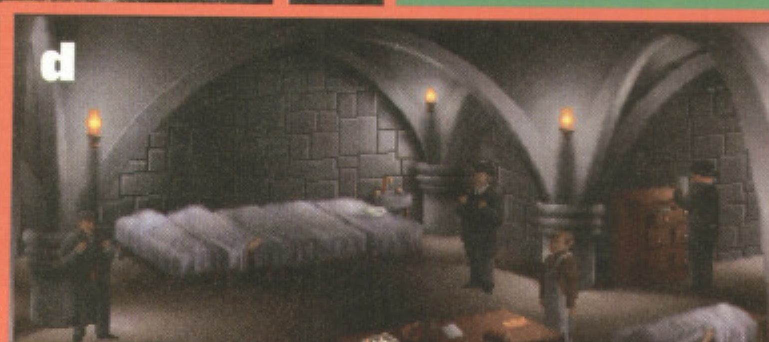
secure some houses. This made him ideal to review SHERLOCK HOLMES from EA.

k Holmes









a 221b Baker Street

Oh, come on – you must be pretty thick if you haven't heard of 221b Baker Street. Don't be so stupid! It's 221b Baker Street for Christ's sake! Sherlock Holmes! 221b Baker Street! Jesus...

b The Alley

The scene of the crime, where you'll meet the incredibly inept Inspector Lestrade for the first time. Believe me, he's such a dipturd he makes Tosh out of *The Bill* look like A J P Taylor.

c Scotland Yard

It's hard to decide where the collective mental activity is greatest – here or at the morgue.

d The Morgue

"I say, Holmes, that girl's intestines are hanging out! What do you make of it?" "It's alimentary, my dear Watson." (*Not funny. Ed.*)

e The Chemist

Ah, where else but an olde London alchemist's can you walk in and get arsenic compunds made to order, pick up a few kilos of cocaine and have change from a shilling (apart from Kings Cross Station)?

f The Flower Cart

"I say, Holmes, a yellow fruit has just strolled through that door! Can you explain such an occurance?" "Why yes, my dear Watson, it's lemon-entry." (*You're fired. Ed.*)

Graphics	Playability	Addictiveness	Sound	Overall
94	94	95	92	93

Stupid People Apply Here

Everybody except the Thickie Brothers should realise how this type of game works by now. You have at your disposal a selection of actions situated at the bottom of the screen. Clicking on the Look icon and then on an object will bring up a desciption of said object. Another interesting feature is the Journal command – it brings up Watson's notebook, which records all the locations you've been to and all the conversations you've had.

As you'll have discerned, there's much travelling to be done, so rather than confuse you by having a billion locations to choose from at the start, places only appear on the map when you hear about them — a crib from *Rise Of The Dragon*, methinks. But the map's a thousand times more detailed than the one in *ROTD*. Thrice yay!

SHERLOCK HOLMES: Out in late September from Electronic Arts, £39.99

"Watson, I Therefore Conclude That..."

Sherlock Holmes is the mong`s dongs. It's smooth, it looks good, it sounds smart... my goodness, I think I'll have to go and take a cold shower. (*Perv. Ed.*)

Z





PILOT WINGS has been out on the Super Famicom for ages, but Nintendo are finally releasing it on the Super NES. DUNCAN MACDONALD's been hanging round the ZERO office for ages, so we let him review it for us.

Pilot Wings is, by console game standards, a bit of a geriatric. In fact it probably qualifies for meals on wheels. But as this is the first time you can get it with instructions in English rather than Japanese, now is also the first time you'll actually know exactly what it is you're meant to be doing on each level. (It is for me, anyway.) Okay, so what exactly do you have to do? Patience, patience...

PILOT

HIGH-FLYING GRAPHICS

SUPER NES

Pilot Wings is what you might call a 'showcase' game. When it came out originally, the idea behind it was to show the general public exactly what the Super Famicom was capable of doing. *Pilot Wings* enabled the Famicom to say such things as "Look at me – I can rotate bitmaps at an impressive speed," and "Look at me again – not only can I rotate the afore-mentioned bitmaps at an impressive speed, but I can also zoom them in and out equally quickly."

Basically, what the Famicom was trying to get across was that it could do what an arcade machine could do. "So what? I already know that," you may be saying, but don't forget – this was all in the early days. Since then we've all been treated to the sight of such games as *F-Zero* and *Exhaust Heat*, with rotating and zooming bitmaps a-gogo. So some people think *Pilot Wings* is all showcase and no game. But I, on the other hand, disagree – I say there is a game. I shout it from the highest treetops.



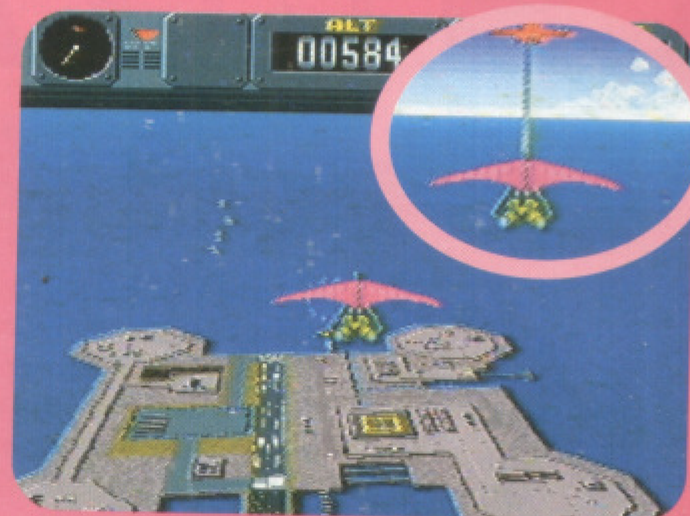
HELICOPTER: By the time you get to the later levels (there are twelve, by the way), you may be becoming pretty proficient in controlling all of the aircraft. You may also be thinking to yourself: "I wish I could blow something up now". Enter the helicopter.

After having taken off from an aircraft carrier, you have to fly over an island and take out the base – then you have to land. To stop this task being too easy (which it isn't anyway), there are gun emplacements down on the ground (hidden in the trees) and they shoot at you. You can see the tracers coming up in a scarily realistic fashion. Get hit once and you spin uncontrollably to earth and have to start all over again. So how do you stop yourself getting hit? Easy – you fire back and blow them up. Sorry, did I say easy? My mistake.

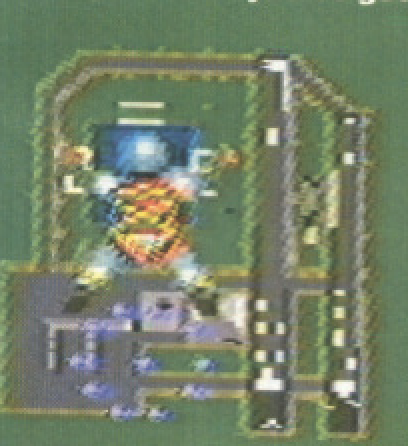


HANG-GLIDER: After the towing aircraft lets you go, you have to be careful not to lose too much height. Subtle use of the D-pad is required here to avoid a stall. If you do need to gain height (and it's normally a necessity, even if you've been flying perfectly), there are thermals rising from the land – you see them as small, white, billowy clouds. Catch a thermal and up you go.

You only need to use one of the buttons in the hang-gliding events. When you're coming into land, you need to pull the nose up and force the hang-glider into a stall at just the right time. Landing at all is no mean feat, but landing on a tiny square surrounded by water? Yup, it's a nightmare.



PARACHUTE: A helicopter carries you up to about a zillion feet and then drops you. You are now in control, with the D-pad altering your parachutist's body position (ie you can aim him). The two buttons allow you to (a) open his parachute whenever you think you're getting too low and (b) flare his parachute for fine tuning when coming in to land. You've often got to land within a very small area, and more often than not it's surrounded by water.



PLANE: It's a biplane, and it's pretty easy to get to grips with. Unlike normal flight sims, there aren't hundreds of buttons to memorise – there are just two. One speeds you up, the other slows you down. The only things left to concern you are whether you're flying in the right direction or not, whether you're going up or down, and whether or not you're going to land softly enough. Better make sure you're good on the old D-pad, hadn't you?



UP, UP & AWAY

Pilot Wings is about aiming whatever you're flying in such a way as to make it go through spinning hoops and suchlike. It's also about landing safely – often on very small things which in real life no-one would ever attempt to land on. Basically it's all about taking control of various flying contraptions and taking them to their limits in timed events. You score points for flying accuracy, technique, landing accuracy and how quickly you do the whole thing. Failure to score enough points means failure to qualify for the licence which allows you to proceed to the next level.

T WINGS

ROCKETPACK: Some people find this event almost impossible, while others find it a total doddle. Button A fires your powerful rocketpack motors (they use up tons of fuel), while button B fires the less powerful ones (they don't use up tons of fuel). Mastering the rocketpack is all about mastering inertia – if you're good at controlling the ships in *Star Control* or *Asteroids* you'll know what I mean. Push forward on the joypad and your little bloke gets propelled forward, push backward and he gets propelled backwards, while side-to-side rotates him. Once he's going forward, he keeps going forward until you apply reverse thrust... but you can easily overcompensate, so an inept person will just go backwards and forwards until their fuel runs out and they plummet to their death. Landing in exactly the right place is not easy.

PILOT WINGS: Out in Oct/Nov from Nintendo on Super NES, £39.99

So we get to summing up time. *Pilot Wings* graphics? Smart. *Pilot Wings* playability? Smart. *Pilot Wings* addictiveness? Smart, because the difficulty increases at just the right pace. But what about the sound? Well, the FX are good (they don't exactly leap out and grab you by the throat, but they're good), while the music is... how shall I put this? Er... it's crap, I'm afraid. It's like weird supermarket muzak. It's Happy Shopper music from hell. Still, music aside, I'm bang into *Pilot Wings*, but it's one of those games that won't appeal to everyone. Please take note. All I can say is if you can try before you buy, then I suggest you do. Z



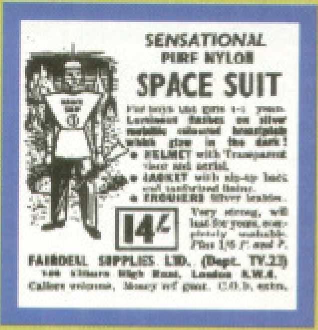
SWAGBAG



This month's Bag Of The Month was sent in by a MR LLOYD-WEBBER of KENSINGTON. He suggested we could use his ex-missus (now that he's finished with her). He also sent in a Swagbag form, because he wanted a free ad in ZERO. Fill in the coupon and you can have one too (a free ad, that is – not an ex-wife).

THE HARD STUFF

Atari 520 STFM with joystick, mouse mat, cover, over £300 worth of games and numerous magazines for £319.99 ono. Phone (0252) 315756 after 4pm.
Atari 520STE (boxed), Blood Money, Outrun, and 6 other games, £280 ono or swap for Mega Drive, controllers, games and/or Game Gear and Games. Phone Nic: (0602) 720757.
Six month old Lynx 2 for £50 (have receipt), with Awesome Golf, all boxed with instructions. Any good, cheap Mega Drive games wanted. Please phone Adam on (0485) 534672 (Hunstanton). Ta.
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Japanese Nintendo Famicom, with two games, Super R-type and Ghouls & Ghosts, Gorgeous condition, still in its box. Worth well over £200 - sell for £120 ono. Phone David on (0422) 377 845.
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Amiga second hand parts for sale. Agnus Chip £45, PSU £25, Chinon internal drive £45, and also others. If interested phone Edward on 081 395 7742.



WHAT'S HAPPENIN'

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Lavarush, new st diskzine for everyone with computer reviews, features, music, films,



WRITE ON

Amiga contacts wanted to WARES 101% reply. Send lists/disks now dudes. Jack Sukkar, P.O. box: 2431, Amman, Jordan. Greets to all from Jordan.
Swap your Alien Shot Adventure solved or Battle fought software for fresh titles, send S.A.E. for details, Andy, 42 Limdges Court, Alsace Park, Duston, Northhampton NN5 6YQ.

zero

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Also disk of over 300 cheats for £2 inc. postage. send lists, etc. Lee, 24 Yewdale cres, Potters Green, Coventry.
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Amiga graphics artist, wishes contacts with coders, Sonix, or other artists with views to doing demos, serious work or ideas swapping. Please contact if interested. John Dunn, 7 Glebe Lane, Norton, Stourbridge, West midlands. DY8 3YH.
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VIRTUAL STUPIDITY

Howdy, friends and neighbours! Amiga contacts wanted for porridge-related antics. Contact Scott Takor, 4 High Ormlie, Thurso, Caithness, Scotland KW14 7EZ. Send lists and cheats to get your oats!



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If you'd like to place a free advert in SwagBag, then please fill in the coupon below in easy-to-read BLOCK CAPITALS, and send it **to SwagBag, ZERO, 19 Bolsover St, W1V 2BP.** Don't forget to include your address and phone number, and to mark the envelope with the appropriate section heading.

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Wanted: Spiderman demo by Prodigy, also Terrorliner or anything similar. Write to: S Johnson, 28a Berrycroft Lane, Romiley, Stockport.
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P.D. Power Zone (only Amiga). For your free catalogue write to : P.D. Power Zone, Woodland House, Church Lane, Ringwould, Deal, Kent, CTS4 8HR.
Swap Atari ST games. Mil 2.2, Midwinter, Warhead, Carrier command, Damocles, Starglider 2, Corporation, Lazer Squad, Waterloo, Operation Neptune, Falcon. Phone Will 0752 336139. Plymouth.

SAD BASTARDS

Unattached, Unattractive, Unwashed, male computer games programmer seeks similar. Must like 8036 and video scanners. Send pictures (of scanner) . all letters answered! in Derby Area. Ian Average Dull, 61-71a Ashbourne Road. Derby. 0332 297 797.

Win!

10 full sets of FAB Sega Pro-master hintbooks

Plus a Mega Drive and a Game Gear loaded with games

Simon And Schuster is an extremely kind and benevolent publishing house (they said), and indeed it must be true, as it's donated the prizes for this fab compo. The winner will receive a full set of four volumes of their new series of *Sega Pro-Master* hints and tips books (which retail in the shops for £2.99 apiece), plus a Sega Game Gear with a full complement of Game Gear games, as featured in the books. Second prize is an equally awesome Mega Drive accompanied by a full set of *Sega Pro-Master* books, and there are eight runners-up prizes of sets of *Sega Pro-Master* books.



QUESTIONS

1. Egyptian hieroglyphics were a complete mystery to every one until the discovery of a certain 'clue'. Was it...

a) Someone who spoke hieroglyphic.
b) The Rosetta Stone.
c) A small type of fungus which, when eaten, renders all of the languages of the world intelligible to even the biggest spam.

2. Ex-US Presidents Abraham Lincoln, John F Kennedy and Ronald Reagan got the hint that they weren't too popular with certain people when each experienced the following:

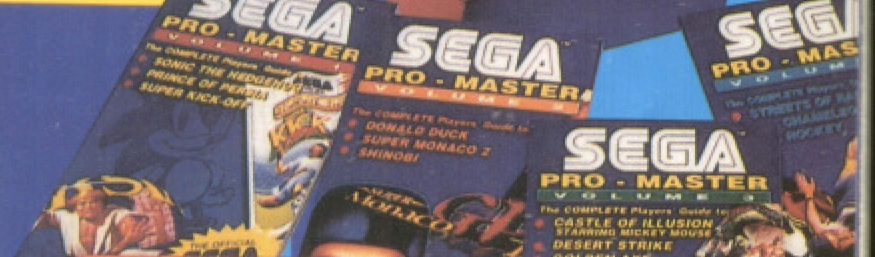
a) Lots of lovely presents, expensively gift-wrapped.
b) Big, sloppy, wet kissy kissy-poos.
c) Getting shot.

3. After you've eaten a meal in a restaurant, the waiter asks you for a tip. What do you do?

a) Give him a gratuity of 15% of the total of the bill.
b) Nothing, then belch loudly.
c) Say, "Yes, certainly – find yourself a proper job."

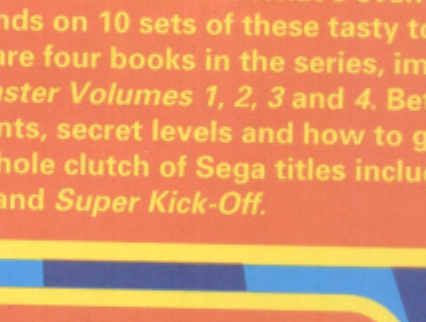
SEGA PRO-MASTER BOOKS

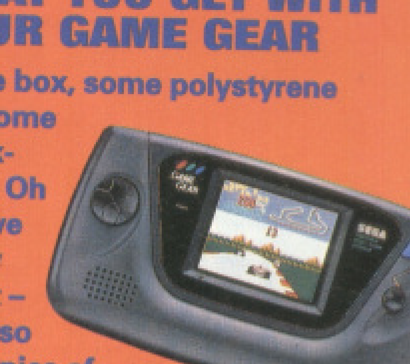
These books are an invaluable tool for the would-be pro-gamer, and what's more they're written by pro's, so you can rely on the information. What's even more is that we've got our hands on 10 sets of these tasty tomes to give away. There are four books in the series, imaginatively titled *Sega Pro-Master Volumes 1, 2, 3* and *4*. Between them they cover tips, hints, secret levels and how to get the highest scores on a whole clutch of Sega titles including *Sonic, Prince Of Persia* and *Super Kick-Off.*



WHAT YOU GET WITH YOUR GAME GEAR

A nice box, some polystyrene and some shrink-wrap. Oh yes, we nearly forgot – you also get copies of these fab games: *Sonic The Hedgehog, Prince Of Persia, Super Kick-Off, Donald Duck, Shinobi, Castle Of Illusion* and, last but not least, *Ax Battler.*





WHAT TO DO TO WIN

1) Choose the answer that you think is correct for each question.
2) Obtain the bill-payers permission.
3) Dial the number at the foot of the page, making sure you ring in before the end of October. (Calls are charged at 36p per min cheap rate and 48p per min at all other times.)
4) State your answers and your name and address.

The Editor's decision is absolutely final.

0839 121150

BSE*

*BIG SCREEN ENTERTAINMENT

The most diseased arcade section to date comes to you again live from the hallowed Electrocoin slot-shop. AMAYA LOPEZ, a part time leper, does the honours.

PIPI AN

Toaplan

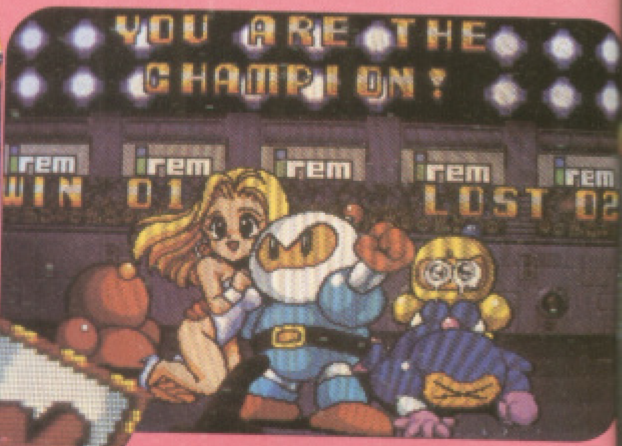
This slottie wins the prize for the game with the most deformed characters. It's populated by little cartoony men whose heads ressemble big cashew nuts. The title also adds an element of mystery as you're left in the dark as to who Pipi and Bibis are and whether you are one of these little beauties yourself. The game opens to a curious screen shedding light on the fellows' lascivious nature whilst Amazonian blondes wearing very little bend over provocatively. Anyway, the action takes place in a cutaway screen



BOMBER MAN WORLD









Irem

Dynablasters, eh? What a smart game that was. And now we have *Bomber Man World*, the new *Dynablasters* guaranteed to provide even more frenetic fumbling. For those of you unfamiliar with the ways of the classic puzzler, you play the hero, a cutesy little white haired Sumo-styled chap. Basically, the heinous King Bomb is trying to take control of the UN building and you've got to stop him. Your sumo has to run about the huge, grid-like maze avoiding the baddies by blasting the hell out of them with the many explosives you handily carry about your person. Dropping more bombs than a battery hen, you can use these beauties to blow up any inconsiderate bits of path which happen to block your way. The nasties are brilliant, ranging from pesky chickens to space hopper blobs and hideous purple warriors. It's all very cutesy and fab fun as up to four players can take part. The best bit is strategically planting your bombs and scarpering just to see who will frazzle first. The bombs explode in a cross shape on the screen but the effect sometimes reaches further than expected, slowly burning you to a cinder. There are loads more bonuses and power-ups in this version as well as the obligatory 1-ups, speed ups and extra bomb supplies. The levels get more complex as you progress introducing a wealth of new backgrounds and more peculiarly shaped foes. In addition the Champion Screen when you complete a level is smart, despite the fact that I got hugged by a semi-naked Marine Boy girl. *Bomber Man World* is totally fab and well worth a fistful of sovs.

ND BIBIS

of what seems to be a large office, split into several floors and connected by constantly moving lifts. One of the little men is you and the others – some kitted out like doctors in white coats, others resembling inebriated tramps – are the enemy. The game involves hot-footing around the floors avoiding the nasties and getting to what look like computer terminals, which are dotted all over the shop. You've a handy laser gun to zap the baddies with, but this only freezes them for a couple of seconds and you've got to scarper pretty quickly if you don't want to be chucked off the screen. Once you've reached all the computers without buying the farm, the game speeds up dramatically and you have to make a mad dash to the exit in order to complete the level before a bomb blows the blasted place up. Now comes the pervy bit. After you complete the first level, there's a dubious shot of a woman's legs which fills the screen and as you progress the camera rides up to her skirt, top and generally implies that should you win, you'll be in with a chance with this chick. Big deal. Who wants to have an affair with a two dimensional cartoon giant? And what's in it for us girls, eh? As usual we draw the short straw. That, said, this little puzzler is endearingly original and brilliant fun to play.


Nice boxers. From M&S?



Crushed cashew-nut heads.



Funky Jet

Mitchell Corporation

If you like to shake your groove thang wherever possible, then you do a lot worse than freaking out to *Funky Jet*. Our Funky is a musical little fellow, not unlike a cross between the kid in *Magic Pockets* and Timmy Mallet. Sad for his parents, but there you go. And maybe this is the reason why every hip dude in town is out to get him. Worse is the fact that you have to throw taste out the window and play the unnatty dresser yourself. Luckily, he's equipped with a bottom that blasts hot air that has him flying all over the screen. Even luckier there's no smell card.

So what have you gotta do? Essentially high tail it around any of six different locations beating up the trendies who hate you. Some locations proffer more points than others and you can play on your tod or with a chum. Each level opens to a host of dudes perched upon platforms and swaying uncontrollably to the beat. These baddies are really something else: lean quiffy blokes wielding spanners, Sid Vicious look-alikes, huge muscle men – it's no good trying to lull them with a melody, thrashing's the only language they understand. You've a variety of bonuses at your






Flying platforms abound when Funky gets down.

disposal like little boots which turn your fist ino a gob-smacking super glove and the usual array of extra lives. Smack them around enough and you'll reach the huge end of level baddie, beat him and you'll hold up your fists in victory before whipping off to a new location. The graphics are pretty fab – humourous sprites, nice backdrops and different weather conditions like heavy rain pelting down which blurs your vision. But perhaps best of all is the funky soundtrack which had me gyrating around the cabinet like there was no tomorrow – but sadly this approach didn't boost my chances of winning. *Funky Jet* isn't overly challenging but it's a damn good, novel beat 'em up nonetheless.

Olympic Soccer '92

Seibu

To continue the joys of the Barcelona Olympics and prolong the deluge of steroid jokes, you could have a gander at Seibu's *Olympic Soccer '92*. It's a normal game of two halves, you choose your favourite national side, the whistle blows and off you go. Sadly you have to do rather well to have a good share of continues, it's no good drawing, you'll need to beat the computer team outright if you hope to mean business. There's an indispensable arrow for the terminally unobservant which points out your nearest player to the ball. Your men can perform a variety of passes: the dynamite kick, the jump kick, non-stop shoot, bouncing shoot and short pass. The graphics are really marvellous – a lush green pitch populated by incredibly realistic looking players with locks Bryan Robson would have died for. There's a catchy footbally theme tune, crowd noises and the animalistic cries of aggression. Somehow the whole thing doesn't gel. The players, although most huggable, just don't move as smoothly as the top graphics suggest. The overall game didn't have the excitement, humour or frenetic action of Taito's *Euro Football Champ*. Its comic touches – the fat, panting ref, devasted managers and ecstatic fans – were badly matched with an inset of the managers – one waving his elbow about in a most vulgar fashion. *Olympic Soccer* is graphically stunning but falls down slightly in the playability stakes.





hand jobs

We slap 'em in the palms of our hands, push the buttons and play the damn things. That's what we do to the latest releases for Game Boy, Game Gear and Lynx.

mickey dangerous chase

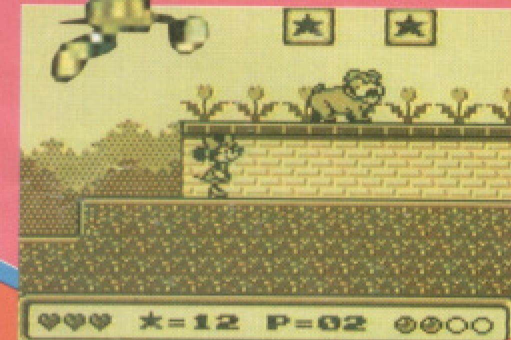
GAME BOY

We knew it would happen one day – Mickey has got Michael Jackson fever and decided to get 'Dangerous'. Big Bad Pete's nicked Minnie's birthday present (oh, he's so naughty), and Mickey's on the rampage trying to get it back. What's he worried about? Bet we know what it was – a red G-string which he'd been itching to cover her drawers with... not! Choose between Mickey and Minnie in another platforming quest. They both have the ability to pick up boxes and chuck 'em at their adversaries while running, jumping and dodgingtheir way through the various levels. Not a lot different from any other game of this genre.

The graphics are cute and the animation fluent. There are five levels, each with different graphic styles, like the lovely forest level complete with lots of trees and birds and the mountain level full of crawly spiders and log towers.

There's a different



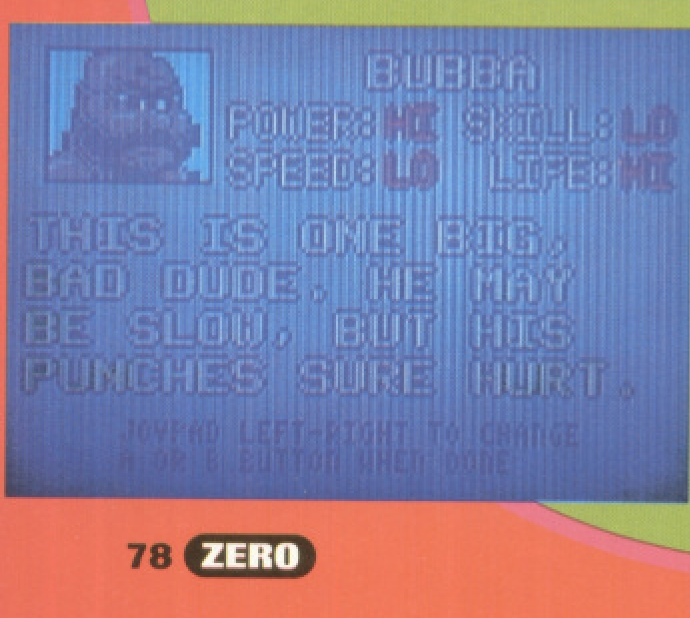


basket brawl

LYNX

Out in late September from Atari, £29.99





Basketball is a non-contact sport, right? All the players pride themselves on the fact that they can take the ball the length of the court without touching another player. You wouldn't get Bird, Johnson or Ewing wielding bicylce chains on the court or tooling up with daggers now, would you? *Basketbrawl* on the Lynx, on the other hand, attempts to mix basketball with streetfighting and ends up as a contact sport in which the basketball plays a minor decorative role. Starting on a level on what looks like a backstreet lot, shootin' hoops involves brawling with your opponent using a variety of weapons and collecting various power-ups as you go along. The different levels take you through the city and bring you into contact with various gangs. As you go along, the game speeds up and gets just that bit more violent, with chains, daggers and all manner of weapons part of your tactical armoury.

Because of the size of the Lynx screen it seems kind of difficult to aim the ball and the basketball goes in the net more often than not. This is just as well because it gets progressively harder to get to the net as you're pitted against more and more members of your streetgangy assailants. Graphics are a bit muddy though, and the sound is unspectacular too, but the game itself is a nice idea, even if ultimately it's not that absorbing gameplay-wise.

80

GAME BOY

This smart new cart for the Game Boy offers Mario-lovers a chance to see their hero in a different job. Parting with your hard-earned dosh for this new offering from Nintendo shouldn't fill you with too much sorrow either, because three different games are on offer here as part of the *Yoshi* package.

Game A is a 'stack 'em up and rearrange 'em' kind of affair where swift and skilful work on the keypad and a good tactical eye will take you a long way. While Game B requires you to clear the screen against the



y's

Out in September from Capcom, £tba

tune for each level which is jingly and very catchy, accompanied by standard sound effects. It all plays smoothly, with each of the characters reacting well to the controls, jumping gleefully as they go along. It's very addictive, it won't let you give up easily. You'll soon be pulling out your hair out in frustration. Definitely a 'Dangerous' game.

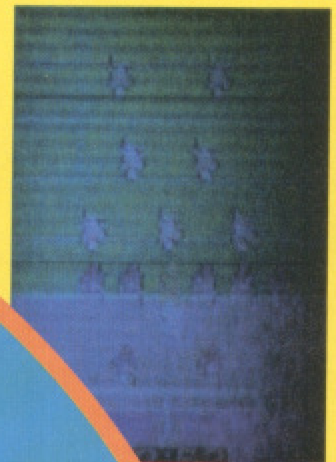
83

NFL Football

Out in late September from Atari, £29.99

LYNX

NFL Football on the Lynx makes much of the fact that to play it, you have to hold your trusty machine the wrong way up (longways instead of acrossways). By doing this, you get the full run of the scrolling American foot ball pitch in a much more attractive way than other ball games which simply go from end to end with no attempt at letting the player know where on the pitch he's supposed to be. Add the pitch markings and the way the screen zooms in on tackles and you've got the makings of a neat little package.





Having said that, *NFL* seems to be a game primarily aimed at the American football enthusiast (naturally), because the gameplay depends on making plays from a selection of tactical moves, passes, runs and specials each time there's a 'down', just like the real thing in fact. There's also a degree of skill involved, particularly in making passes, where a small sight appears which directs your man to hurl the ball to the receivers. A slight problem occurs here in that you have to be fast in running back, aiming and getting rid of the ol' pigskin. It's not always easy to see who you're aiming for, nor is it a particularly sensitive or subtle process. Still, if you think you like NFL football, you might well enjoy this game. If you understand real American football, on the other hand, you might find it lacking.

74

Yoshi's Egg

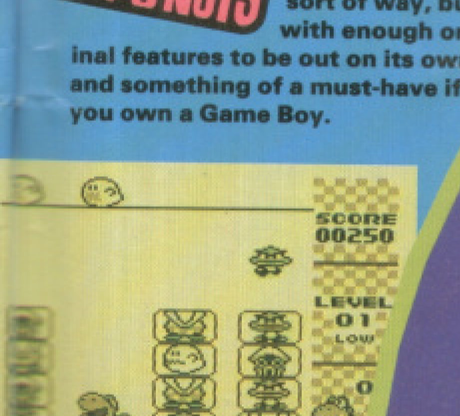
Out in January from Nintendo, £tba



clock and advance through the levels that way. By way of a bonus, there is also a two player version of the screen-clearing game in which characters can be sent down the screen of your opponent, who has Luigi operating and switching the trays. The game as a whole is a bit of a cracker, to be honest, deceptively entertaining and seductively absorbing in a vaguely *Tetrisy* sort of way, but with enough original features to be out on its own and something of a must-have if you own a Game Boy.



90



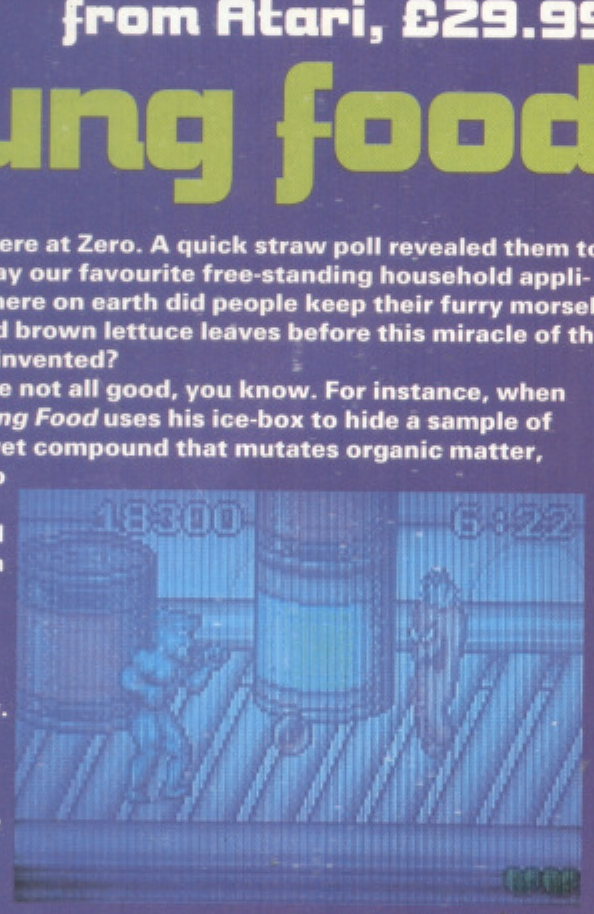
Kung Food

Out now from Atari, £29.99

GAME GEAR

We love fridges here at Zero. A quick straw poll revealed them to be far and away our favourite free-standing household appliance! And where on earth did people keep their furry morsels of cheese and brown lettuce leaves before this miracle of the kitchen was invented?

But they're not all good, you know. For instance, when the hero of *Kung Food* uses his ice-box to hide a sample of Rynoleum, a secret compound that mutates organic matter, things begin to go horribly wrong. He's transformed into a diminutive green muscleman, and finds himself facing hordes of mutated groceries which have suddenly appeared in his kitchen. And that, readers, is the risk you take on when you store toxic chemicals in your one-star freezer compartment.

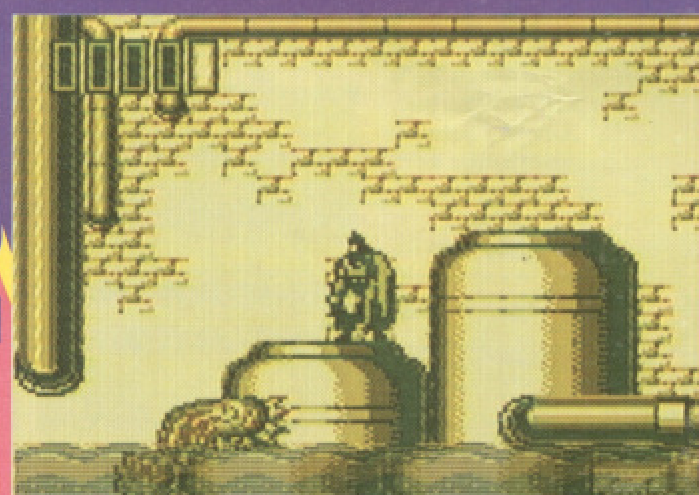


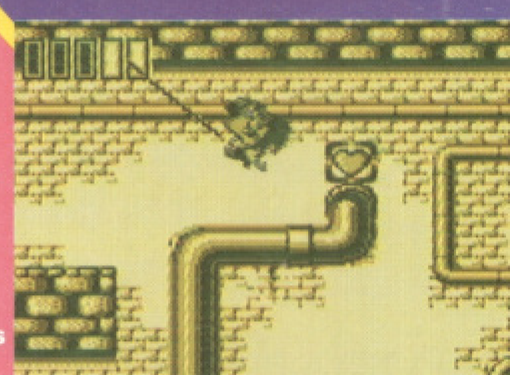
The frozen veg aspect is fab – kamikaze carrots and rabid peas, enough to make even Lloyd Grossman's tummy go all rumbly. But sadly, the game's let down by short-sighted collision detection and dodgy controls. It'll probably give anyone with an eating disorder some spooky bad dreams, but it's such a great concept for a beat 'em up that I liked it anyway.

81

batman
return of the joker

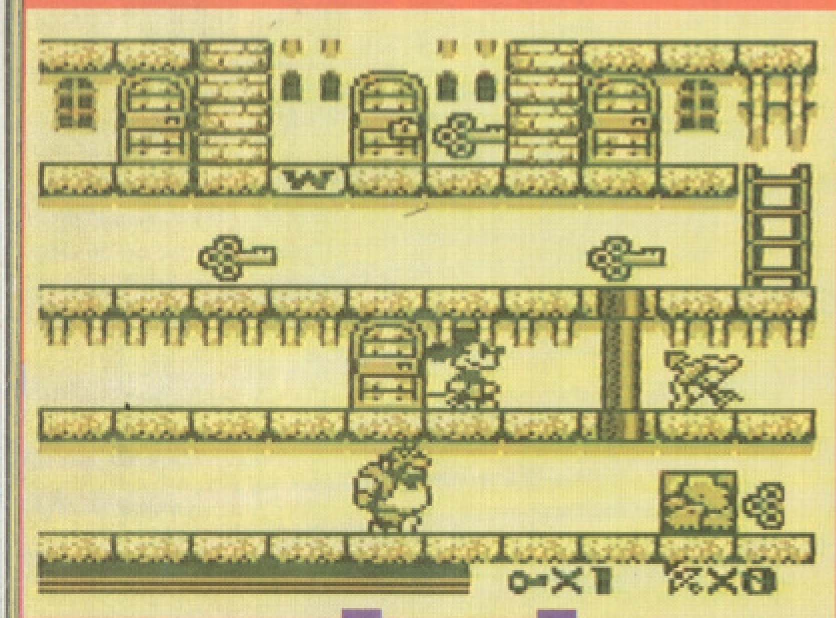
Not so much much an official film licence as a sneaky film cash-in, *Batman: Return Of The Joker* is based on characters in DC Comics' The Dark Knight™. Don't panic though – as those of you familiar with this smart graphic novel will be aware, the hero is more akin to the brooding headcase in the *Batman* films than that flabby prig off the telly who never did seem to get the hang of donning his pants before his Pretty Polly's. You all know the story – a jetsetting multi-mllionaire by day, Bruce Wayne likes to pretend he is a small nocturnal mammal by night. This time you're after the Joker – a criminal genius with more than a touch of Jeremy Beadle about him, who according to word on the street is filching precious metals from Gotham City's mines. No wonder poor Commissioner Gordon is at his wits' end.





As the Caped Crusader™ you can run, punch, crouch and of course you can do your usual party piece – leaping about like a mountain goat with velcro hooves. He also comes with the full complement of Batty gadgets – the Bat-Rope™, the Batarang™, the Bat-tenburg Cake™ and the ever-useful Remington Bogey-B-Gone™. The first level

Out now from Kemco, £24.99



mickey mouse 2

Mickey Mouse has been portrayed in many guises since his introduction to the computing world, and now our favourite cartoon character is back in yet another game. In this one, his task is to escape through the many mazes lying ahead of him. He must also fend off baddies by either dodging them, outwitting them or, if you're lucky, killing them with weapons.

This game is a great brain-teaser, with lots of things to discover. Some levels look deceptively easy, but can have you pulling your hair out with frustration. There are pick-ups you can collect, and you have to find out what each one is used for. The weapons, though few and far between, must not be used recklessly. If you make the mistake of using them too early, you'll be biting the dust in a hurry. Watch out for enemy attack patterns before making a move too – they affect your movements in a big way.

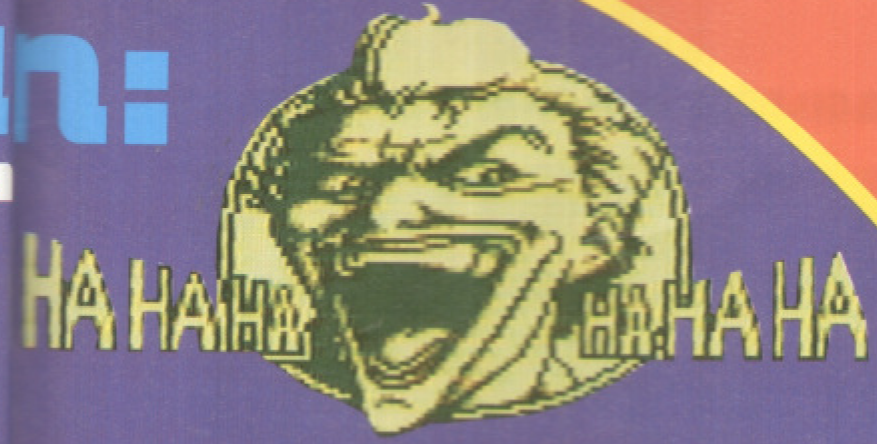
The graphics are nice, with large sprites and detailed backgrounds and the animation is smooth, with all the sprites moving around nicely. Sonically the game is filled with jolly tunes and cutesy sound effects. It's also very addictive – the frustration factor keeps you coming back for more, and with 28 levels it has guaranteed last ability. Take your brain for a ride!

90

Out in September from Mindscape, £24.99

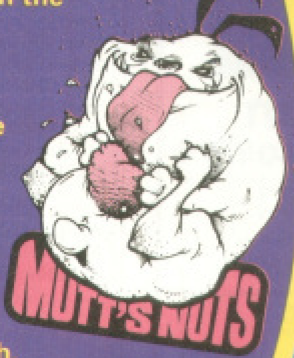
paperboy 2

Lets go back in time, to the days when arcade machines were quite new. A popular game of the time was Paperboy, in which you delivered newspapers. Boring, eh? But what if you could cause damage, get chased by dogs, shot at and run down by cars. Sound a little better? Well Nintendo has brought out the sequel. Like the first game it has a 3D viewpoint, with you driving upwards into the screen. The game requires accurate hitting of postboxes as you go around different neighbourhoods smashing windows. Watch out for cars which ram into you without any notice. Mad dogs chase you and cannons fire from windows to recycle



kicks off in the sewers. You have to run around duffing up the bad guys, and leaping about from platform to pipe. Watch out though – if you fall in the 'water', the game ends and you go off to boil-wash your cape. If you survive the floodwaters which fill up the screen when a vat of fluid bursts, you can go on to an end of level showdown with the Dark Claw.

Next comes a visit to the Machine Shop, where the conveyor belts and presses work unceasingly (but somewhat pointlessly). It's the sort of workplace where health and safety regulations forbid neck-ties and long dangly hair, so a billowing cape could be a bit of a hazard. Industrial accidents notwithstanding, the level ends with you 'duking it out' with a Shogun Warrior. Then comes a horrid train ride – there's no buffet car, villainous ticket collectors abound, and the end of level boss is called Foul Ball – it's a nightie from start to finish. If you finish all three stages, you go on to a secret level hosted by a mystery villain. Well, it's a mystery according to the manual, but without giving too much away, we've got a few theories here at ZERO. What do you reckon – who could this mystery baddie be? Lord Lucan, Ronnie Biggs or the Joker – go on, have a guess?



Holy Platform Beat 'Em Ups, what an enjoyable game! The backgrounds are smashing, and the effects such as the moving train and the flooding sewer are just spiffy. The leaping about and bungy-jumping with your grappling hook is quite tricky at first, but you soon pick it up. Yes, this outing for the Dynamic Uno is a definite winner!

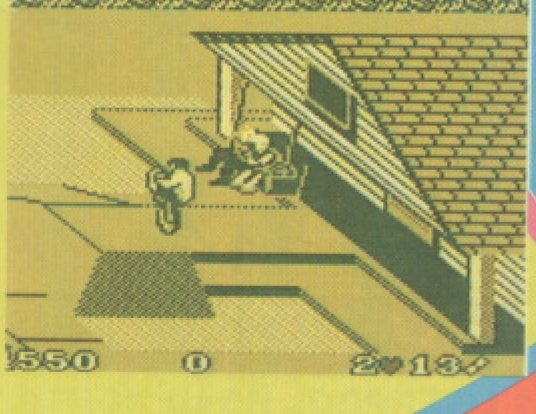
90

Out in October from Sunsoft, £24.99

64

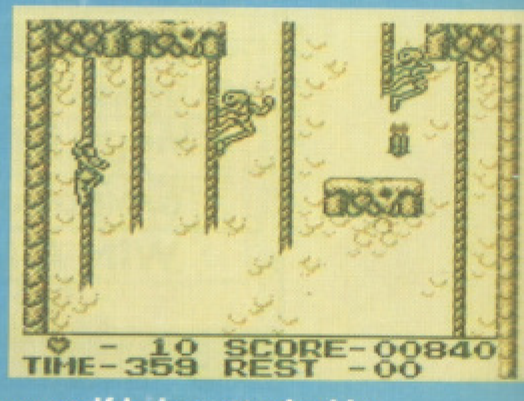
your tabloids. Humorous touches include kinky sunbathers who can be disturbed and embarassed, and lawnmowermen who set their lawnmowers on you if you bug them. When a level is finished you're rewarded with a round on a BMX track with loads of ramps and stuff.

The graphics are adequate, with cartoony animation but the 3D is jerky. The sound? Well, there is a grating, beepy tune, with unrealistic sound effects too The game is playable but, because of the perspective, the collision detection is dodgy in places. Now where's that Batman cart?



GAME BOY

Whips and chains abound in *Castlevania II*, the latest stonking cart from Konami. Once again you play the intrepid Dracula-hunter Christopher Belmont, and on this occasion your mission is to rescue your son from the clutches of the evil Count. What this basically involves is negotiating the platforms and pitfalls of four new castles, which have been cunningly designed to ensure that you don't succeed. Along the way you meet a number of strange, brown-trouser inducing baddies who must be whipped to death if you're to progress. In the Rock Castle, you might find yourself being attacked by what appear to be hordes of leaping sperm.



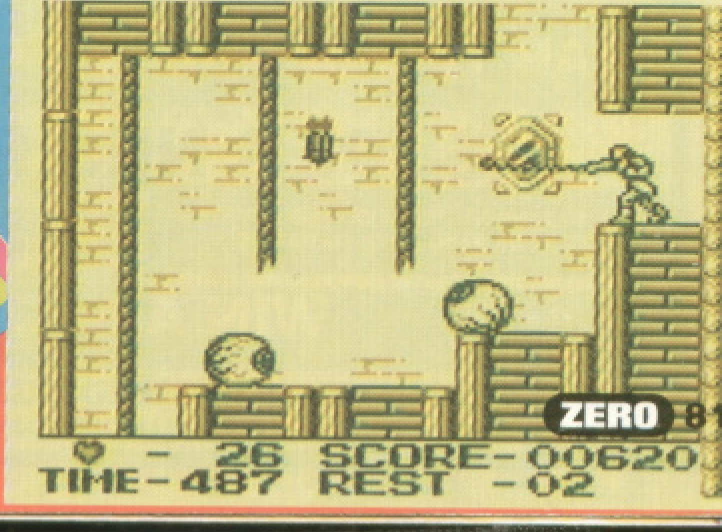
The overall quality of the graphics in *Castlevania II* is quite simply superb. There are some gorgeous details to be seen, including a section of wiggling stalks which are reminiscent of the inside of the small intestine. Control of Christopher Belmont soon becomes instinctive, leading to some absolutely dreamy gameplay. The considerable length of the various levels (a great improvement over the original *Castlevania* adventure) have necessitated the inclusion of a password system, which adds to the game's longevity. Overall, the combination of smart sound, wizard graphics and enormously sexy gameplay lead to an undeniably brilliant game.



90

castlevania II

Out in December from Konami, £tba



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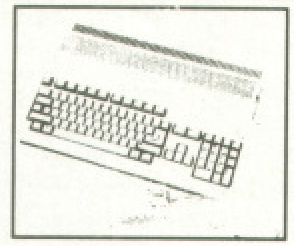
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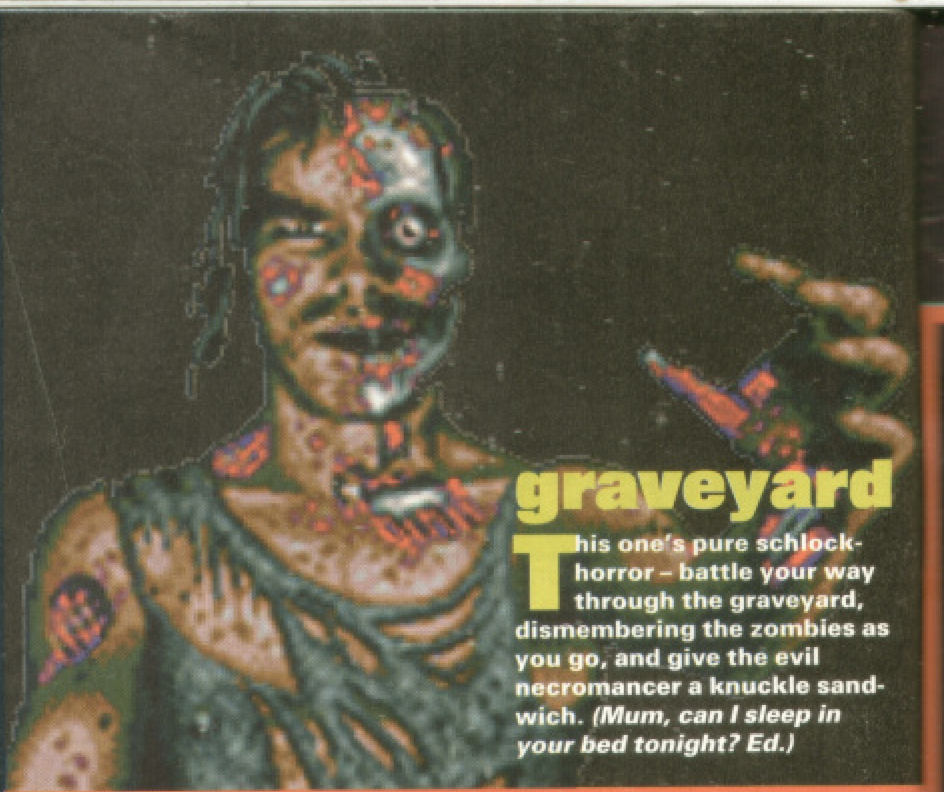


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Wax Works

WAXWORKS, the latest gore-fest from the twisted young minds at Horrorsoft, comes with a full complement of zombies, mummies and serial killers. MARTIN POND, who still has nightmares about the enemy sprites in *Rainbow Islands*, was so chuffed when he got to preview the latest demo that he fainted dead away.



graveyard

This one's pure schlock-horror – battle your way through the graveyard, dismembering the zombies as you go, and give the evil necromancer a knuckle sandwich. *(Mum, can I sleep in your bed tonight? Ed.)*

burial plot

You play a young man who returns home after many years to attend the funeral of his uncle Boris, a card-carrying weirdo and proprietor of the local waxworks. However, during the service the body is stiff-napped and ritually disfigured by Alex, your evil twin who disappeared under spooky circumstances many years ago. *(Hang on a sec, isn't this an old Emmerdale plot? Ed.)* Anyway, it turns out that Boris, the erstwhile M Tussaud, was in fact using the waxworks to investigate the curse which turned your brother to 'the dark side'. Rather than flogging the waxworks to a candle factory and blowing the inheritance on a wild time in Hawaii, like anyone with their full complement of marbles would, you decide to investigate.

With a morbid interest in the macabre that makes Stephen King look like Christopher Robin, Horrorsoft must rank as the software company you'd least like to take home to meet your granny. I mean you've only got to look at their Elvira role-playing adventures. Waxworks, soon to be published by Accolade, is in a similar vein – it too has a first person perspective, a lot of fighting, a bit of magic and loads of yucky pics of decomposing corpses. And again you're using objects and interacting with characters to solve a number of puzzles. A creepy music soundtrack, which will constantly change in keeping with the action, is also promised. From the look of the screenshots it's doubtful whether *The Sun Has Got His Hat On* will be getting much airplay, but it should be jolly good fun all the same.

the waxworks

The Waxworks has four exhibits – each, in effect, is a separate adventure. You can visit them in any order you like, and when you enter one you're actually transported back to the scene it depicts. (So it knocks all that animatronics rubbish into a cocked hat.)

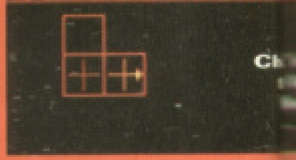


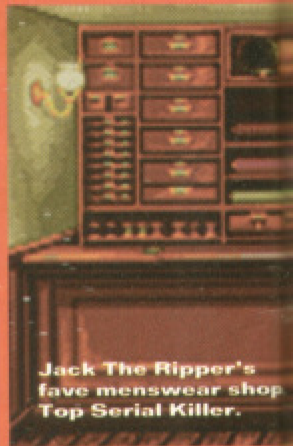
"Feed me!" The Mr Creosote of the plant world runs amok down t'pit.

Cripes, what's the most terrifying thing you're likely to run into at the bottom of a mine? A pocket of noxious gas? Arthur Scargill's toupe? No – a man-eating, extra-terrestrial plant, of course. And as if that wasn't freaky enough, this plant's also taking over the miners and turning them into walking vegetables – just watch the contestants on *Going For Gold* to gauge how unnerving these guys can be. To defeat the evil plant and his herbaceous minions, you have to enlist the help of some non-player characters. No doubt these will be doughty, green-fingered types in the mould of Arthur Fowler – men with a good few years experience on the 'lotties under their belts, who can handle a trowel in a tight corner. (Or maybe not.)

mine mystery



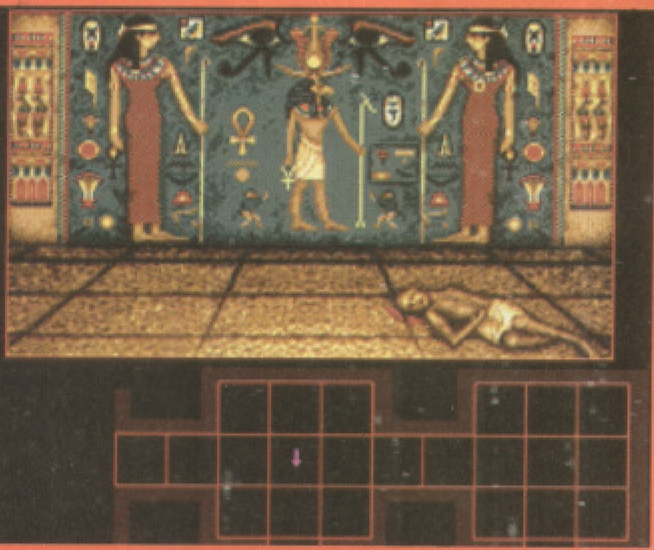




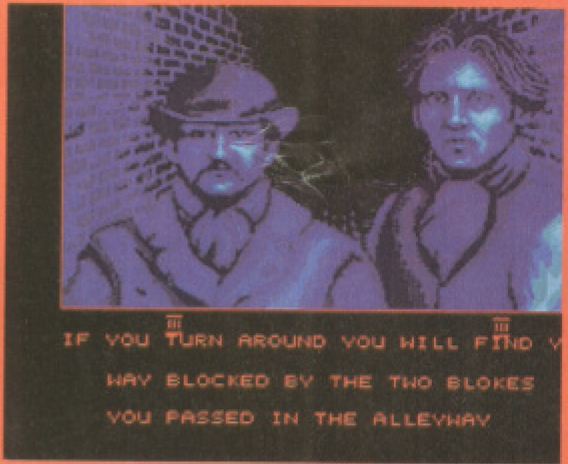
Jack The Ripper's fave menswear shop Top Serial Killer.

jack the ripper

Set in the last century in the backstreets of East London, this section takes the form of a hunt for Jack The Ripper. Looking around you when you first arrive, you'll see all manner of seedy lowlife: drunks, pick-pockets, ladies of easy virtue and estate agents. Apparently this bit's going to be big on atmosphere – there'll be chirpy cockneys everywhere, scoffing jellied eels, wearing 'cor-blimey' trousers and Pearly King caps, and doing the Lambeth walk. But wait – what's that mangled form in the gutter? Oh no, it's the 'pressure' (rhyming slang for 'pressure cooker – mutilated hooker', of course), the handiwork of the notorious Ripper. Perhaps you'd better hunt him down before that angry mob gives you a good talking to.



Nice mural, shame about the dead slave.

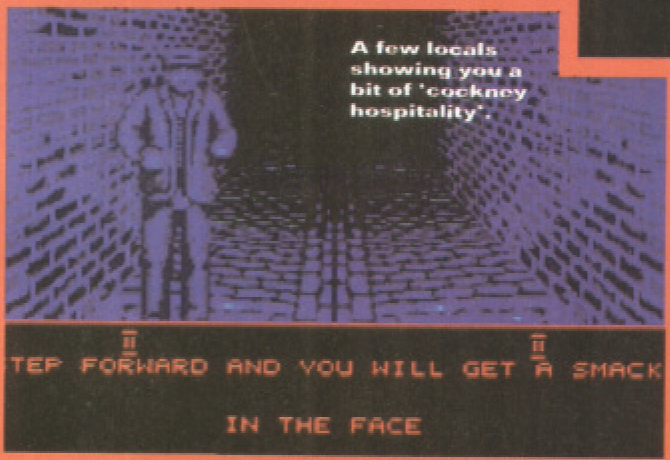




"Don't you dare touch my mummy!"



Dave clear out
al boozer with
cheery tunes.



A few locals showing you a bit of 'cockney hospitality'.

ancient egypt

Here you play an Egyptian prince who has to rescue his princess from being buried alive with the Pharaoh. Apparently this practice was common among rich older men who didn't want to endure the whole dating game process – the discos and the singles-bars – once they got to the afterlife. Standing between you and your soon-to-be interred loved-one are all manner of fiendish traps, man-eating crocodiles and rabid priests. So you'll have to gird up your loin cloth and get stuck in there.

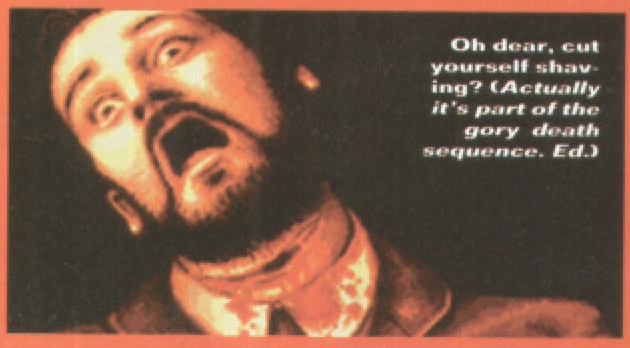




family plot

Centuries ago, an ancestor of yours caught an old gypsy woman stealing a chicken from his farmyard and cut off her right arm with an axe. Now there's no point being a mealy-mouthed liberal about these things – society must be avenged, and this kind of punishment is guaranteed to put a stop to any old crone's chicken-stealing antics (and knitting antics too, for that matter). Anyway, rather than thanking him for teaching her the error of her ways, the ungrateful old sow puts a curse on your family which turns one of each set of twins into a cloven-hoofed psychopath and an all-round bad egg. Vlad The Impaler was the first of such twins to be born in the family. He was so resentful at being unable to find a decent pair of slingbacks for his hooves that he decided in his own inimitable, even-handed way to impale every Gypsy in the district.

Back in the 20th century, uncle Boris discovers the remains of the old Gypsy as Vlad left her – shish-kebabed in a swamp. Around her neck is her book of spells, including the pull-out curses section. Boris studies the book and builds the magical Waxworks in an attempt to lift the curse. (This plot hasn't just been thrown together, you know.)



Oh dear, cut yourself shaving? *(Actually it's part of the gory death sequence. Ed.)*

WAXWORKS: Availible from Accolade in late October on PC, and in late November on 1Meg Amiga, £34.99

I'm a report of a game. You can't buy the game yet, but it's being programmed right now. Okay, I'm quite small, but I'm packed with info. What am I? Yes, I'm a preview – why don't you scan the next five pages and read me and all my little friends? (*Puke. Ed.*)

FLASHBACK

Available from US Gold in late '92 on Amiga and PC, £tba.

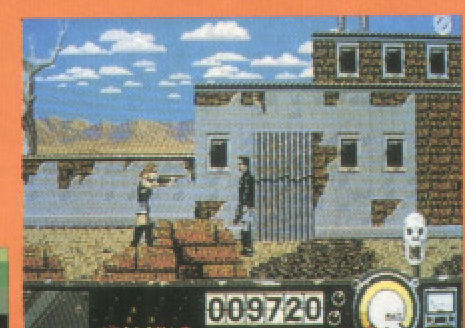
If you're one of those people who completed *Another World* and were left with a gaping hole in their lives, then dry your eyes and take your head out of that gas oven – Delphine is working on another startlingly good sci-fi graphic adventure. It's got the same fab polygon graphics and boasts heaps of slick cinematic techniques including animated close-ups and flashbacks. The main character can walk, run, jump, climb, roll, duck, skid to a halt, inch his way forward cautiously, hang from ledges, pick up objects and throw them, moonwalk and pat his head while rubbing his tummy. What a mover, eh – he's so graceful he even makes the Prince of Persia look like Mr Bean.



OUTLANDER

Available from Mindscape in November on Amiga and Super NES, £tba.

Mindscape is currently trying to soup-up the humble driving game with the addition of horizontally scrolling beat 'em up sequences. The game's called *Outlander* and the main character bears more than a passing resemblance to Mad Max, the leather-clad, shotgun-toting cop who drove around in a V-8 Interceptor and ate a lot of dog food. In *Outlander* you play a similarly butch adventurer who has to enter the post-apocalypse wastelands and rescue a biological-warfare scientist who has been kidnapped by criminal mutants. Your white-coated quarry is apparently the brains behind the aforementioned apocalypse, and hence is none too sympathetic a figure. Still, it beats rescuing a mouldy old girl, doesn't it?



STREETFIGHTER 2

Available from US Gold in late '92 on Amiga, ST and PC, £tba.

If you're the type of computer owner who won't leave the house unless tooled up with a bike chain, a pair of knuckledusters and a broken bottle then you'll be glad to hear that US Gold has picked up the licence to convert the most popular arcade game of all time, *Streetfighter 2*. Yes it's non-stop sickening violence all the way, as you go all over the world meeting new people and fighting them. Either one or two players have the choice of any of eight characters. All of the coin-ops characters are promised, along with all their moves. We wait with baited breath.

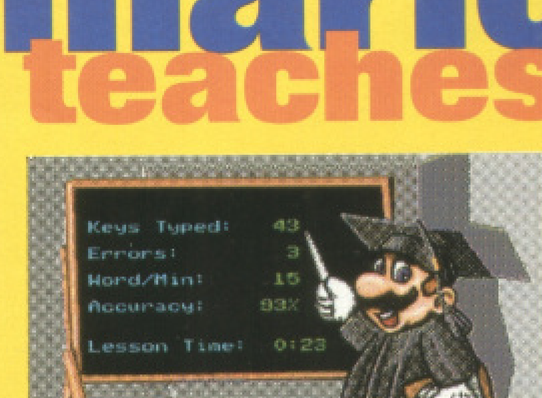


AMIGA CHART

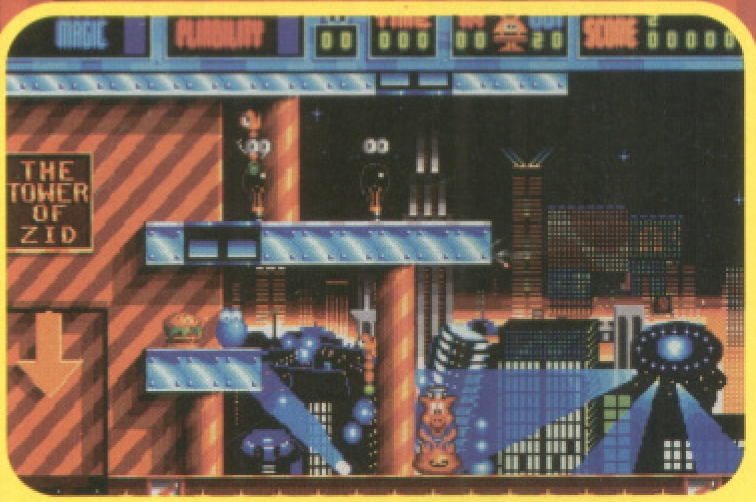
1. **EYE OF THE BEHOLDER II** SSI/US Gold
2. **GAMES ESPANA** Ocean
3. **SENSIBLE SOCCER** Sensible Software/Renegade
4. **CIVILIZATION** MicroProse
5. **MONKEY ISLAND II** Lucasfilm/US Gold
6. **CHAMPIONSHIP MANAGER** Domark
7. **CRAZY CARS 3** Titus
8. **EPIC** Ocean
9. **FORMULA ONE GRAND PRIX** MicroProse
10. **FIRE AND ICE** Graftgold/Renegade

mario teaches typing

Available from Interplay/EA in late August on PC, £34.99.



He's a bit of a jack of all trades is our Mario. Not only is he a marvel when it comes to changing a washer in a leaky tap and jumping on the heads of bad guys, but he's also a bit of a star as a typist. Yes, Mavis Beacon must be blubbing herself to sleep these days – Mario is much more in touch with the kids and he has more facial hair as well. Mavis is history. So now, as long as you're a PC owner, you can swop your joypad for a keyboard and learn to type Mario fashion. All the lessons are based around games involving Mario, Luigi and The Princess, so it's not like work – it's fun... honest.

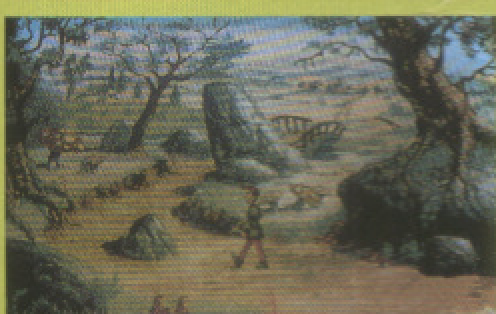


Silly Putty



Available from System 3 in September on Amiga and ST (£25.99) and PC (£29.99).

Bit of a departure from the usual arcade format here – you play a small blob of putty. Not the kind you find lurking under a glazier's fingernails, but the magic blue kind. The plot has you trying to save robots (who are building a skyscraper to get you to your home planet of Putty Moon) from a host of baddies, many with smart digitised voices. Your amorphous blob can bounce, stretch, walk (sort of), squish down flat or blow up really big until it explodes. Who could ask for anything more? (By the way, through one of those wonderful dove-tailing coincidences that make you believe there is a God, System 3's software-guru Adrian Cale was the young child star of the Silly Putty adverts back in the seventies. Spook!)



CURSE OF ENCHANTIA

Available from Core Design in late September on 1Meg Amiga and PC, £tba.

Following hot on the heels of their stonking *Jaguar XJ220* comes Core Design'n newie, *Curse of Enchantia.* Nothing to do with high-speed car racing, this one – it's actually an icon-driven, animated adventure game in a similar vein to *Monkey Island.* The story involves three evil (but dumb) witches who take over the Land of Enchantia – two of them are just misunderstood but the third is real BAD. She finds a spell which could give her eternal youth, but in order to cast it she needs a live male child. After much trickery and deceit she finds a boy, Brad (who, coincidentally enough, turns out to be the character you control. The quest: to find the castle of the evil witch and destroy her, before you end up on the ingredients list in her spell book.

TWISTED FLIPPER

Available from Electronic Arts on Mega Drive in late October, £39.99.

A fondness for blood pouring out of your ears or a constant ringing in the head should draw you towards *Twisted Flipper* on the Mega Drive. Self-styled 'bad boys of rock' Mötley Crüe have contributed the soundtrack to this pinball-based feast which features three changeable levels and a range of headbanging options designed to make you a deaf, hairy, leather-clad git within three weeks. If you're already a deaf, hairy, leather-clad git then this game's probably for you anyway as the further you get with the game, the closer you get to the graphic equaliser which tells you how bad for your ears the soundtrack can be. Brian Schmidt of *Desert Strike* fame is responsible for this metal-based mayhem, which features a changeable table layout, simply by cranking up the volume 'knob' in true HM style.



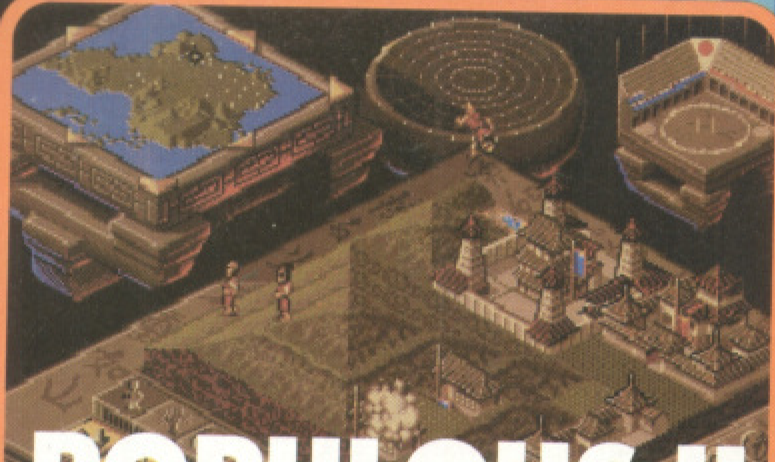


PEECEE CHART

1. **FATE OF ATLANTIS** Lucasfilm/US Gold
2. **CHAMPIONSHIP MANAGER** Domark
3. **LINKS 386** Access/US Gold
4. **GRAND PRIX** MicroProse
5. **MONKEY ISLAND II** Lucasfilm/US Gold
6. **GLOBAL CONQUEST** MicroProse
7. **LURE OF THE TEMPTRESS** Virgin
8. **CIVILIZATION** MicroProse
9. **FALCON 3.0** Spec. Holobyte/MicroProse
10. **ULTIMA UNDERWORLD** Origin/Mindscape

NES CHART

1. **TURTLES 1** Konami
2. **MEGA MAN 3** Nintendo
3. **CALIFORNIA GAMES** Nintendo
4. **WWF WRESTLEMANIA** Acclaim
5. **SUPER MARIO BROS 2** Nintendo
6. **OPEN GOLF TOURNAMENT** Nintendo
7. **RESCUE RANGERS** Nintendo
8. **HYPER SOCCER** Konami
9. **MARBLE MADNESS** MB Games
10. **TERMINATOR 2** Acclaim

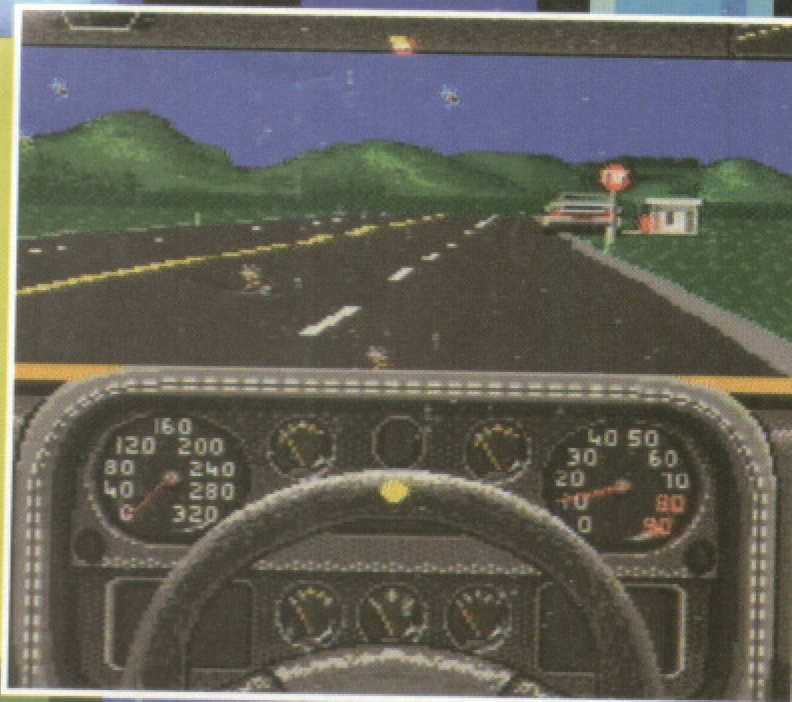


POPULOUS II

THE CHALLENGE GAMES

Available from Electronic Arts in late August on Amiga, £14.99. PC version to follow in October.

If playing God is your particular thang, then polish up your tablets of stone, comb your long white beard and fluff up your mighty clouds of joy, because Bullfrog's *Populous II: The Challenge Games* is on the way. Building on the success of the original *Populous* idea, this latest edition sets you against the clock on the problem-solving and strategic skills front, and all within a set of scenes inspired by feudal Japan. The data disk contains no less than 500 new world conquest games and there are other goodies such as Fire Burst which make the gameplay as entertaining and gripping as the original.





PATRIOT

Available from Electronic Arts in October on PC, £34.99.

Warmongering is a career like any other these days, so those of you with a tactical bent and a desire to cry havoc and let slip the dogs will be overjoyed to see Three Sixty Pacific's *Patriot* on the way to a PC near you. Set in the Gulf Theatre, *Patriot* puts you in command of 2,500 military units for a series of land-based shenanigans to end all land-based shenanigans. Difficulty levels and the opportunity for two player games via modems are set to make this something of a state of the art wargame, which is perfect for those who like the idea of limited, surgical strikes but prefer to lead from the back. Apparently, *Patriot* offers you the chance to do what Schwarzkopf couldn't! Stop eating, presumably.

WARPSPEED



Available from Accolade in January on Super NES, £tba.



Warpspeed is a new shoot 'em up with a bit of a *Star Wars* feel. You battle in a 3D environment with a Mr Sulu style cockpit view of 'space'. Alien spaceships come at you full throttle as you battle through the galaxies. Warpspeed uses the graphics capabilities of the Super NES to its full advantage, with lots of scaly and rotaty bits flying about all over the place. The game is very fast and features some startlingly detailed graphics and atmospheric sound. If you have a deep hatred for ET and all his filthy green ilk, or indeed if you just fancy a massive adrenaline rush, then this one sounds like a must.

ESTEE CHART

1. **SENSIBLE SOCER** Sensible Software/Renegade
2. **SHUTTLE** Virgin
3. **EPIC** Ocean
4. **MEGASPORTS** US Gold
5. **FIRE AND ICE** Graftgold/Renegade
6. **FORMULA ONE GRAND PRIX** MicroProse
7. **STRIKER** Rage
8. **MONKEY ISLAND** Lucasfilm/US Gold
9. **AIR WARRIOR** On-Line Entertainment
10. **SPACE CRUSADE** Gremlin

MEGA DRIVE CHART

1. **DESERT STRIKE** Electronic Arts
2. **TAZ-MANIA** Sega
3. **SENNA SUPER MONACO** Sega
4. **OLYMPIC GOLD** US Gold
5. **WORLD CUP ITALIA '90** Sega
6. **EA HOCKEY** Electronic Arts
7. **KID CHAMELEON** Sega
8. **ROAD RASH** Electronic Arts
9. **DAVID ROBINSON'S SUPREME COURT** Sega
10. **STREETS OF RAGE** Sega

THE DUEL
TEST DRIVE 2

Available from Accolade in autumn on Super NES, £tba.

This groovy car sim has been out for quite a while on most other formats, and a successful one to boot. Now Accolade has converted it for the Super NES. The game features the three fastest production cars ever built: Ferrari F40, Lamborghini Diablo and Porsche 959. You choose one of them and race against the others. This version has been souped-up, and boasts such tasty treats as 256 colour graphics and digitised voices, various driving conditions including snow, rain and nightfall, and (we are told) much, much more.



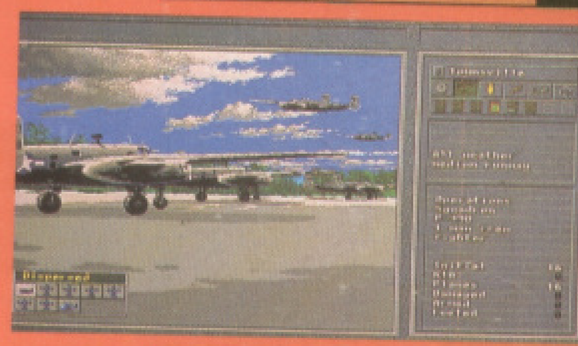
GAME BOY CHART

1. **TERMINATOR 2** Acclaim
2. **SUPER MARIO LAND** Nintendo
3. **HOOK** Ocean
4. **WWF SUPERSTARS** Acclaim
5. **SIMPSONS ESCAPE** Acclaim
6. **MEGA MAN** Nintendo
7. **BILL AND TED** Acclaim
8. **KICK OFF** Anco
9. **BUGS BUNNY** Nintendo
10. **PAPERBOY** Nintendo

CARRIERS AT WAR

Available from Electronic Arts in late August on PC, £29.99.

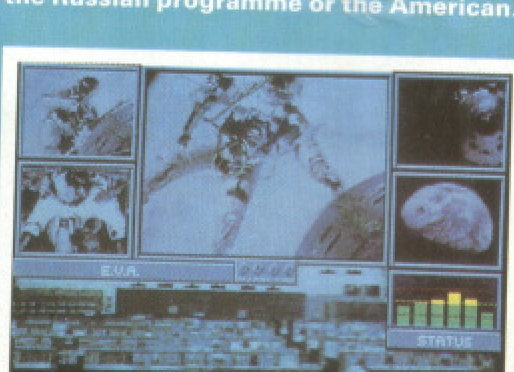
Strategic Studies Group – sounds kind of serious, and so does their latest game, *Carriers At War*, which is all about recreating the most crucial aircraft carrier-based battles of the Second World War. In the role of famous warmongers MacArthur, Halsey or Yamamoto, your task is simply to re-enact all the action in the Pacific Theatre, including Pearl Harbour, Coral Sea and Midway, making the most of the artificial intelligence and the rather sharp, intuitive mouse-driven interface. Hundreds of individually-modelled ships and aircraft comprise your forces whether you decide to be Japanese or American, and the whole caboodle has a distinctly accurate and strategic flavour to it, by all accounts. So be warned – it's not a toy, but it sounds like it could be fun to play with.



BUZZ ALDRIN'S RACE INTO SPACE

Available from Electronic Arts in September on PC, £39.99.

In the late 1950s and through the 1960s the USA and the USSR (now the CIS) locked horns in the race to put a man on the moon. The Americans won, mainly because the Russians were working with meagre materials and a low budget (ie a ball of twine, some pieces of scrap metal and the equivalent of about £1.78 in loose change). Interplay's *Buzz Aldrin's Race Into Space* promises to recreate all the drama of those heady days when nation was pitted against nation with the sole aim of putting a man on the surface of the moon. It's packed with digitised images of real space-shots, map shots and over 70 animated launch, recovery and re-entry sequences, and puts you at the head of either the Russian programme or the American. It allows you to budget, build and design your own space programme with the ultimate thrill of walking on the moon dangled as a most convincing carrot. Man against man or man against computer – the choice is yours.



BATTLETOADS

Available from Mindscape in September on Amiga, ST and PC, £tba.

Battletoads make turtles look like pond scum, or so those nice people at Mindscape would have you believe. It's a good job that turtles don't have access to legal aid otherwise they'd have a heavy libel case on their hands, we reckon. *BattleToads* is an amphibious fighting romp on its way to yer PC's, Amigas and ST's. The attractively-named Zitz and Rash have the task of rescuing Toad Pimple and the Princess Angelica from the Dark Queen and her acolytes. Thirteen levels of horizontally-scrolling biffing and squishing lead to the final conflict on the Dark Queen's home planet. Part man, part warty amphibian and part computer, your average BattleToad is, apparently, a beast to be reckoned with.





CAPTIVE

Available from Mindscape in September on PC, £34.99.

Anyone named after a proprietary brand of birdseed might sound like an unlikely central character for an already successful Amiga/ST title. *Captive* is due out on the PC later this year, with the familiar storyline of man-named-after-petfood, Trill, waking up to find he's been in prison for upwards of a quarter of a millennium. What does he do? He decides to escape, like any reasonably desperate character armed only with a laptop and a working knowledge of conversational droidspeak. The superior graphics capability and speed of the PC may improve *Captive*, but hopefully not out of all recognition.



LEGENDS OF VALOUR

Available from US Gold in November on PC, £tba. ST and Amiga versions also planned.

US Gold is about to release a fantasy role-playing game which lets you carry out all the little mundanities of life – paying your rent, eating regular meals, ironing your chain-mail and getting into a sensible sleeping routine so you don't wake up a grumpy old bear the next day. You play a young man (or woman or dwarf or elf) who leaves the rustic home village to make a fortune in the big smoke, in this case the town of Mitteldorf. As a schooi leaver with only a GCSE in animal husbandry your job prospects aren't exactly encouraging, but you can make some dosh by killing werewolves, minotaurs and trolls, and there's always the chance of working at the Wimpey in the evenings. The town, and the dungeons below it, are rendered via a smooth-scrolling, shaded, texture-mapped 3D viewpoint, and it looks smashing.

MOONSTONE

Available from Mindscape in September on PC, £30.99.

Long ago, there lived in Wiltshire, a mysterious and strange people . No-one knew where they came from or what they were doing there. Yes – it was the Druids. Dancing around Stonehenge with the fair myrtle in their hair, the Druids were the forerunnners of the New Age Travellers, except that the lot that appear in Mindscape's *Moonstone* set a quest to retrieve said lunar lump of rock in the face of the Black Knights, a vicious band sworn to destroy the magical stone and you with it. First on the Amiga and now on the PC, *Moonstone* has impressive amounts of gore and an impressive slashing gameplay with a healthy dollop of mysticism thrown in.



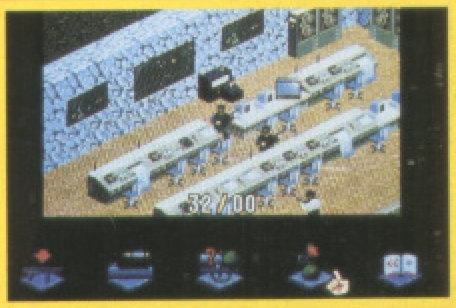
GAME GEAR CHART

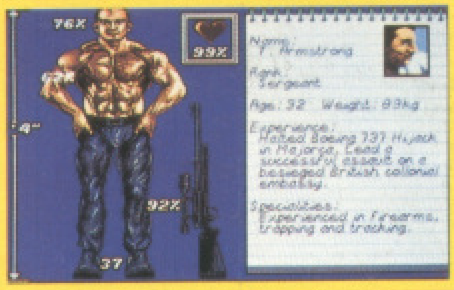
1. **SUPER KICK OFF** US Gold
2. **OLYMPIC GOLD** US Gold
3. **SONIC THE HEDGEHOG** Sega
4. **SUPER MONACO GRAND PRIX** Sega
5. **WONDERBOY** Sega
6. **MICKEY MOUSE** Sega
7. **WONDERBOY: DRAGON'S TRAP** Sega
8. **DONALD DUCK** Sega
9. **G-LOC** Sega
10. **SHINOBI** Sega

SABRE TEAM

Available from Krisalis in October on Amiga and ST (£25.99), and on PC in November (£34.99).

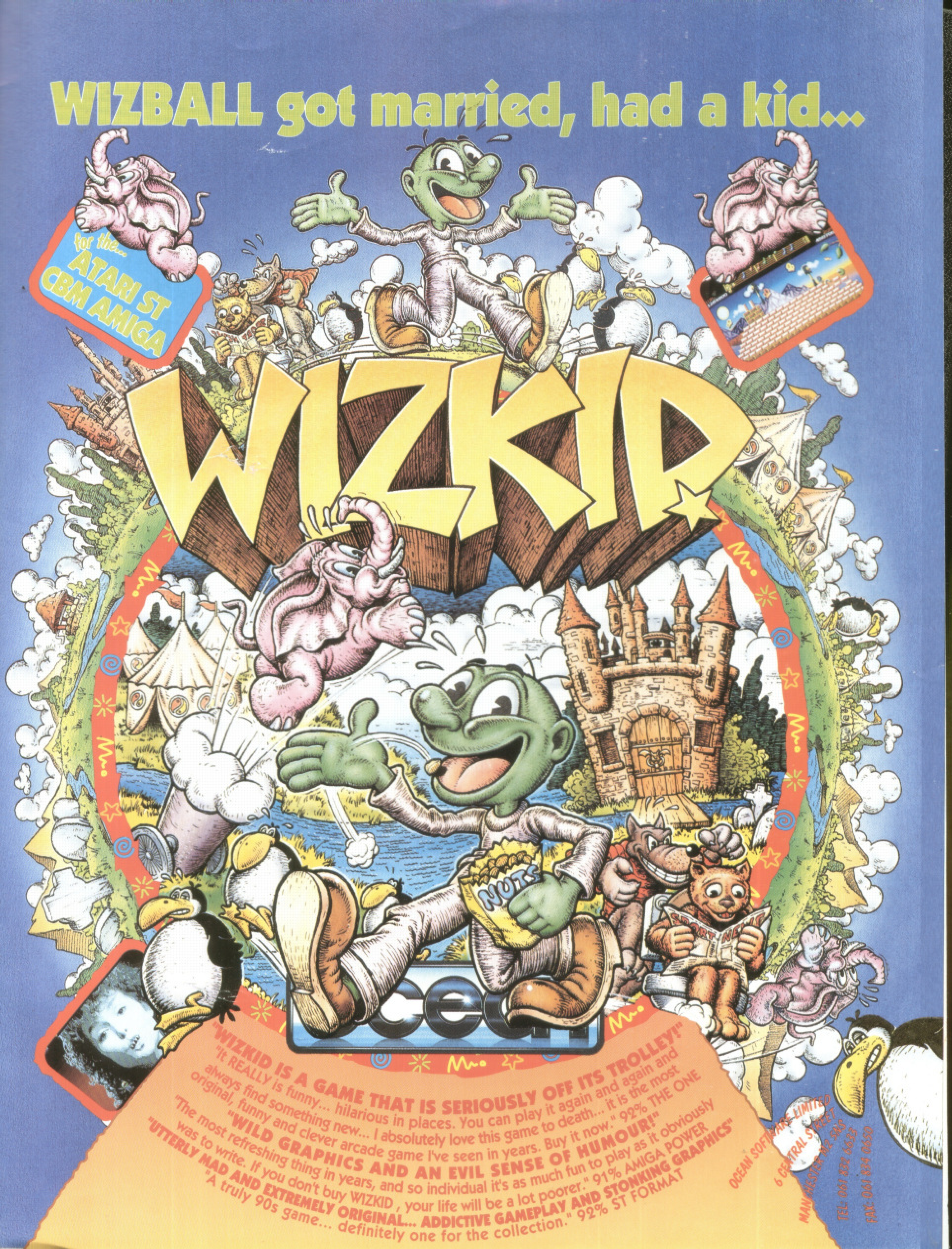
The SAS are a tough bunch, no doubt about it. Bodies like tightly-packed, cellophane-wrapped sausages and minds like rapiers. The guys who feature in Krisalis' *Sabre Team* will be oiling their weapons, flexing their pecs and cropping their hair in preparation for the series of difficult missions in jungles, embassies and aboard ocean liners which go to make up this tactical strategy game. Detailed blueprints of the missions and lots of opportunities to kill your enemies by means of stealth and guile and good old-fashioned murderous intent promise to make the game intensely bloody and violent, which is good to hear in these worryingly peaceful times. Mouse-based with animated icons and lots of different commands, *Sabre Team* is the game where the losers 'come home in body bags', which should please their mums and dads no end.





MASTER SYSTEM CHART

1. **SONIC THE HEDGEHOG** Sega
2. **ASTERIX** Sega
3. **OLYMPIC GOLD** US Gold
4. **ENDURO RACER** Sega
5. **MICKEY MOUSE** Sega
6. **SUPER KICK OFF** US Gold
7. **TEDDY BOY** Sega
8. **CHAMPIONS OF EUROPE** Tecmagik
9. **WIBLEDON TENNIS** Sega
10. **SENNA SUPER MONACO** Sega



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